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ZIFF DAVIS

October 2000
Issue 37

OFFICIAL U.S. PlayStation MAGAZINE

HARRY POTTER ON PS2

HOT GAMES
TimeSplitters
Crash Bash

Official U.S. PlayStation Magazine Issue 37 (October 2000)

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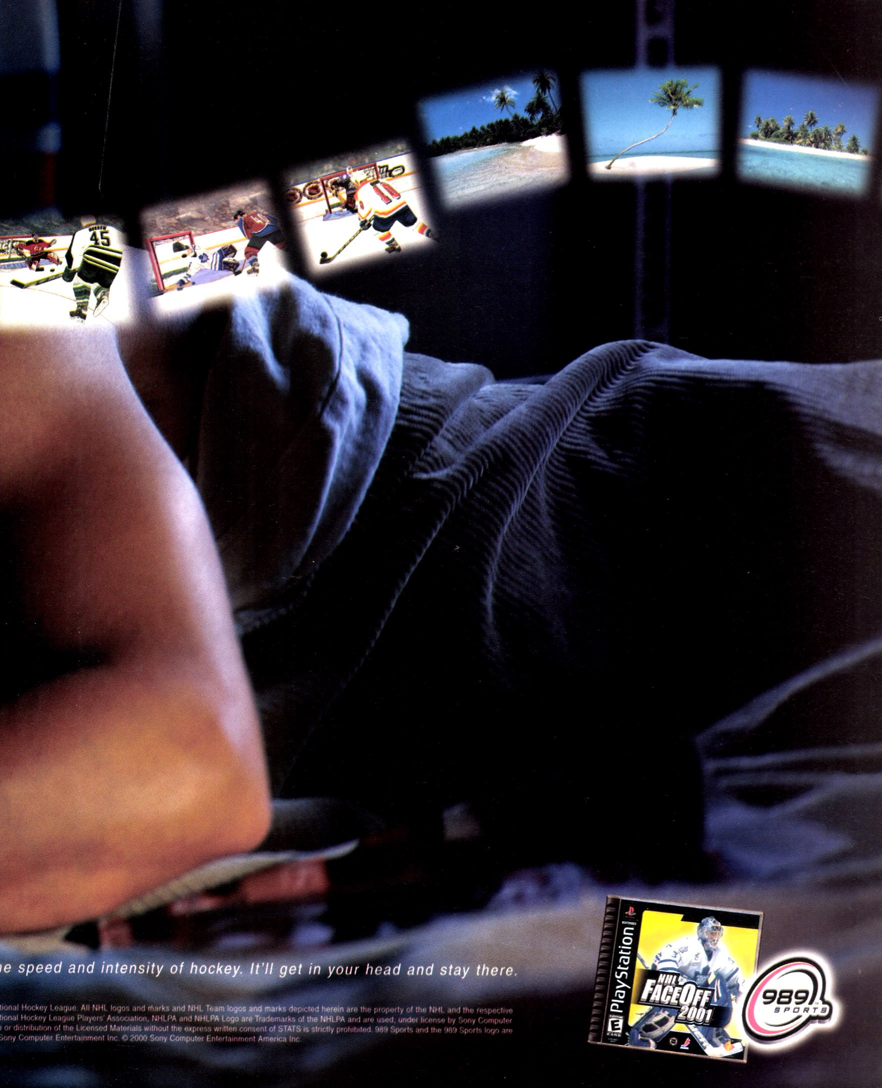
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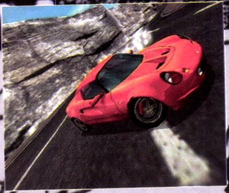

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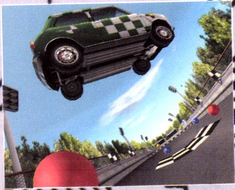

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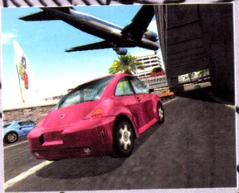

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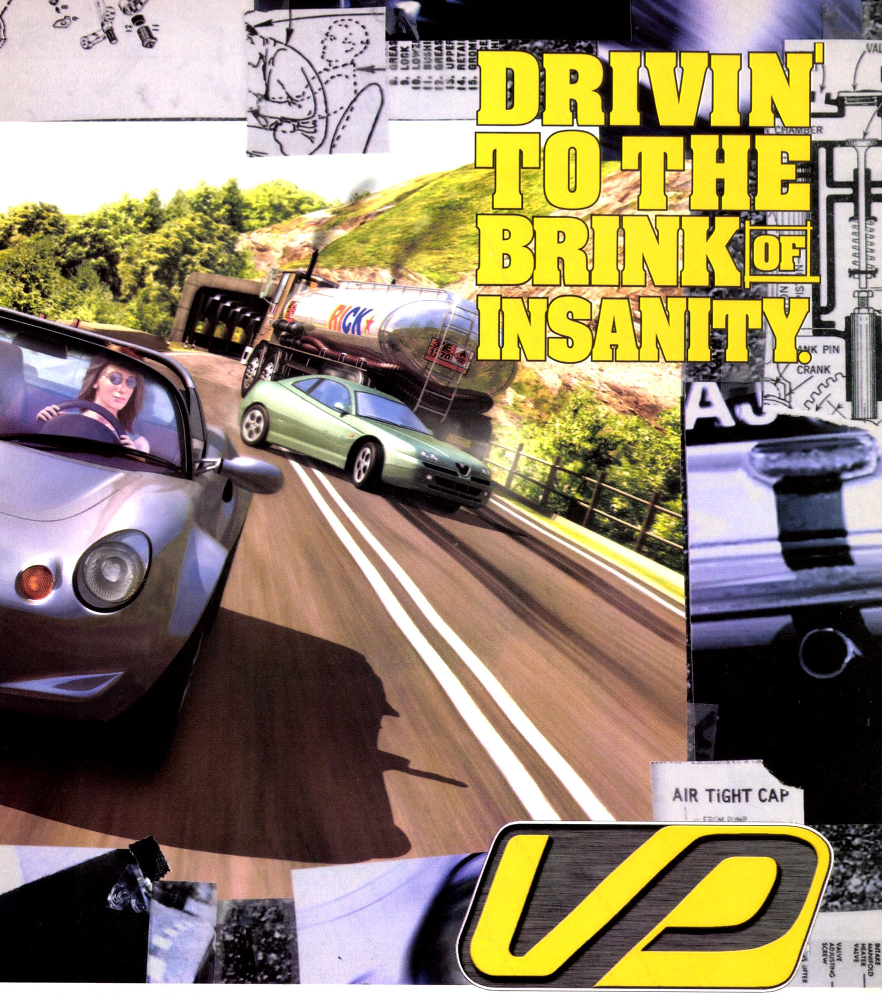
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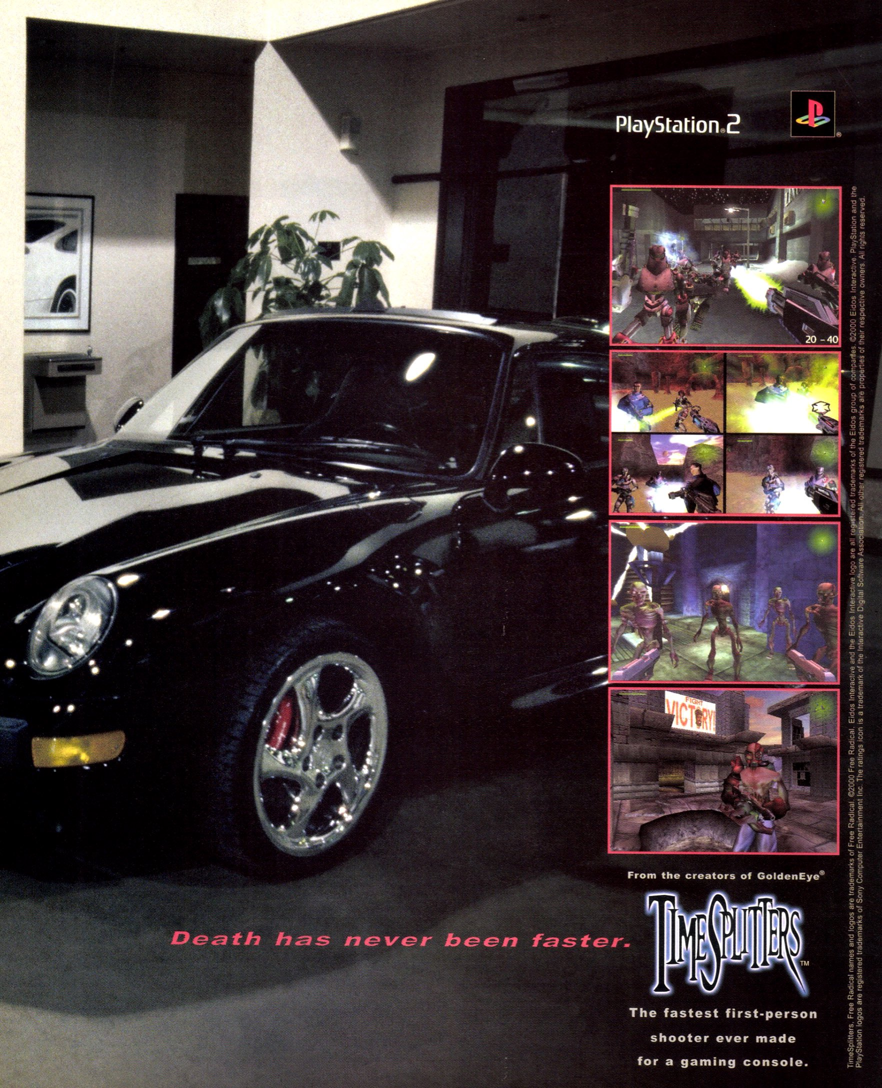
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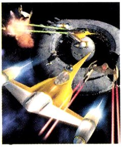

STAR WARS COMES TO PS2 • 96

LucasArts has been hard at work to bring the Star Wars experience to the world's most powerful games machine. Check out our screenshots of Starfighter and see how incredible it's going to look.

HARRY POTTER COMING TO PS2 • 34

The multi-million selling book phenomenon has finally been snapped up for both a movie deal and, more importantly, for a video game. EA's game should be with us by the end of next year it seems.

PS2 SURVIVOR • 42

In a shameless display of jumping on the latest pop-culture bandwagon, we've constructed a scenario of PlayStation characters for you to 'vote off the island.' Who deserves to survive the transition to PS2?

TOP SECRETS • 142

Hundreds and hundreds of tricks for all of the most popular PlayStation games, plus strategies for X-Men: Mutant Academy, Chrono Cross and Grind Session.

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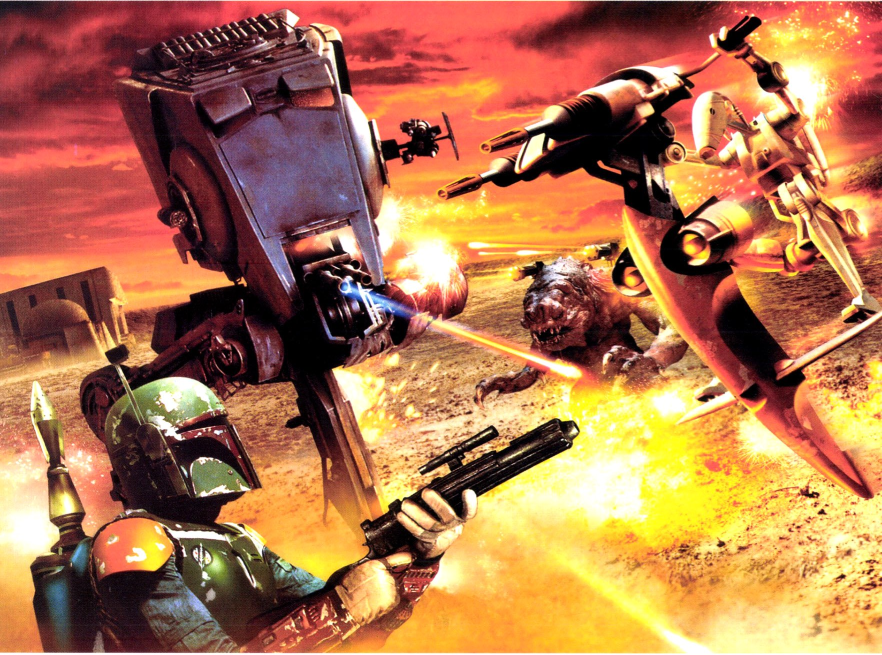
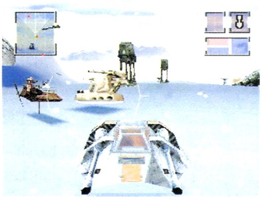
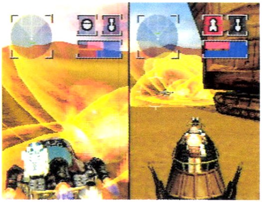


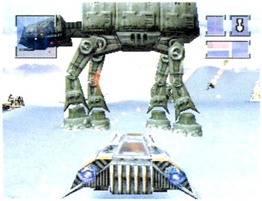
star wars
Demolition

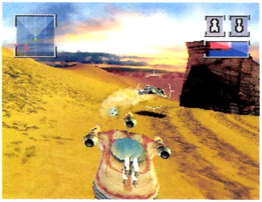
Demolition is something of an anomaly in the world of Star Wars games. Whereas traditionally everything has been taken terribly seriously, it is the first of a number of new games that bend the rules. Developed as a partnership with Activision Studios and coded by Luxoflux, who you will no doubt recognize as the developers of Vigilante 8, the game certainly wears its influences on its sleeve. It's a "death-defying vehicular combat game" according to the press release. Which, when translated into normal-speak means that it's basically Vigilante 8 with Star Wars stuff in it. If the thought of that makes your skin crawl, you're not alone. Pretty much everyone who's aware of the project has cast doubts upon a) its credibility and b) its right to exist at all, but LucasArts is steadfast in its backing. "It's not something to be taken seriously," LucasArts president Simon Jeffery told us. "It's going to be an absolute blast for players, who'll battle with Star Wars vehicles and characters in ways they've never done before."

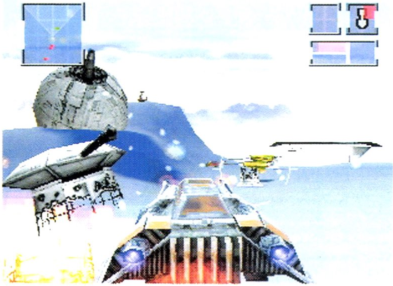
As with other vehicular combat games before it, the emphasis is very much placed on a multiplayer experience. You can play it alone, but you're not going to have as much fun as when crowded around a bunch of friends, blowing the crap out of each other. Mitch Lasky, Activision Studio's executive VP is particularly proud of this, and the way that they've Star Wars-ified the whole concept. "This will be the first game ever to unite elements from all four Star Wars films," he claims. And he's right. Where else will you find Boba Fett alongside battle tanks, snowspeeders, STAPs, a rankor and a swoop piloted by Aurra Sing (bounty hunter, commonly referred to as "Babe-a-Fett" by fans)? Well, you could try looking in any of a number of predictable locales such as Hoth or Tatooine to weird ones like the surface of the Death Star. To a hardcore fan the whole thing sounds like the very definition of sacrilegious, but it has to be said that it has a certain charm. When we arrived at LucasArts our initial reaction was that it all seemed a bit forced. However, this is before Vigilante 8's innate playability is factored in. If you ignore that the rankor is running around on the surface of a space station, or that Boba Fett looks silly, or that snowspeeders probably can't go backward, it has the potential to be an amusing distraction.

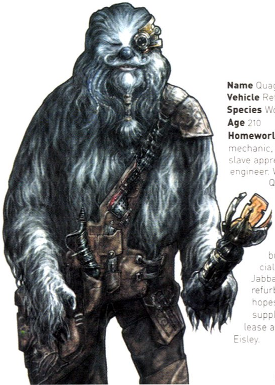












Name Quagga
Vehicle Refurbished AAT Battle Tank
Species Wookiee
Age 210
Homeworld Kashyyyk A master mechanic, Quagga learned his craft as slave apprentice to a skilled Imperial engineer. When his master bought Quagga's freedom, the Wookiee settled on the outskirts of Tatooine's Anchorhead, where he struggled to establish a service and restoration garage. With his business on the brink of financial ruin, Quagga has entered Jabba's competition piloting a fully-refurbished AAT battle tank. Quagga hopes to win the event, which will supply the prize money he needs to lease a garage in the heart of Mos Eisley.

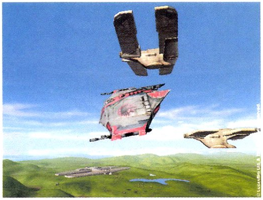
star wars: episode I

starfighter

Star Wars games have been getting a bad rap lately. *Episode I* games released so far have met with a lukewarm reception at best, and the only recent product that anyone went particularly bananas over was Racer. Unfortunately, a PlayStation version of that never saw the light of day.

Starfighter will doubtless change all that, though. Certainly something with the potential to be filed under "jaw dropping," it takes all the best bits of previous LucasArts flight-combat games, from X-Wing to Rogue Squadron, and buffs them up with some PlayStation2 glitz and glamour. With huge numbers of ships, gloriously rendered environments, effects out the wazoo and a silky smooth frame-rate, it should prove to be a popular choice when it's released just before Thanksgiving.

Set very much within the movie time frame, it's concerned with the exploits of three main central characters; Rhys Dallows, a Naboo Starfighter pilot; mercenary and ex-Trade Federation lackey Vana Sage; and Nym, an alien pirate who is described in LucasArts' press materials as "living a Robin Hood existence in the shadows of the Naboo system." Clearly he has forsaken the bow and arrow in favor of proton torpedoes and laser canons in order to perform his "stealing from the rich to feed the poor" routine. Unlike previous Star Wars-themed combat games, you actually take control of all three of these characters at different stages of the game. There's no lone hero stuff here. The story is grittier and more personal than perhaps many of the licensed stories that we're used to reading. Early levels set up each of the characters' background and provide some insight as to why each of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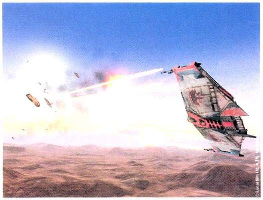
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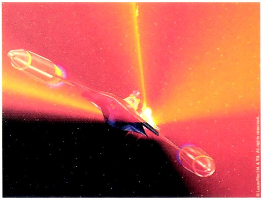
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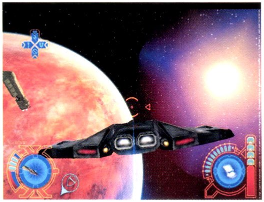

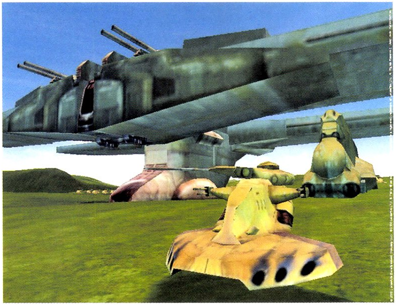

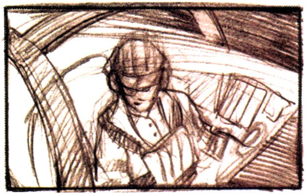

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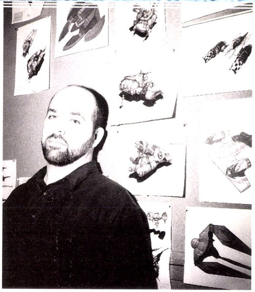


"to give you an impression of how big the environment is, that waterfall is about three kilometers high."

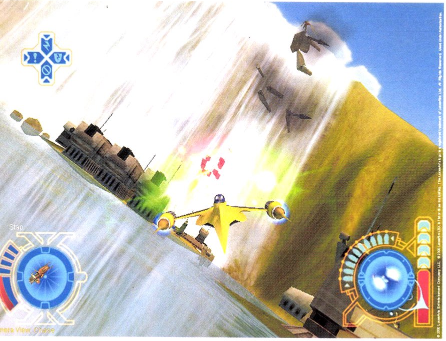
—**Jim Rice,** Lead Artist

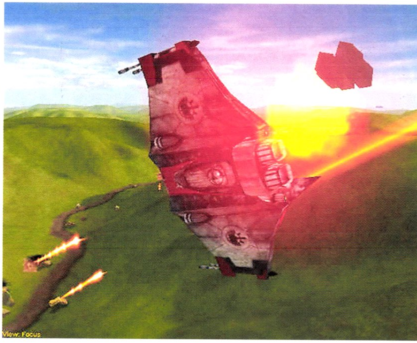
them has such a grudge against the Trade Federation. Rhys loses a friend and mentor in the heat of battle, Vana was double crossed in the past, and Nym loses friends and family in the aftermath of a pirate-raid-gone-wrong. Initially the characters build a tenuous partnership thanks to the intervention of Reti, a character who looks and acts remarkably like Watto from the movie. Later, as they earn each other's respect they forge a bond that carries them through to the end of the story...something which runs parallel with the timeline of the movie, helping bind things together.

"There's a lot of character development," project leader Daron Stinnett tells us. "Initially we throw the player a fast-paced series of missions where you get to see each of the characters and participate in missions that each of them are running. This is cool though, as we get to give the player some insight into the events just prior to those of *Episode I*. The game needed a story and characters that could drive a flight-action game. Characters pulled directly from the movie wouldn't have done that," he explains. "You only saw characters like that right at the end. What's particularly rewarding about working like this is that we're actually the first to develop a new story based on the *Episode I* stuff." Stinnett is no stranger to developing stories that fit in with the Star Wars universe. Previously working on the Dark Forces games, he is partly responsible for bringing an important character into the Star Wars universe in the shape of Kyle Katarn (the series' hero who has appeared in Dark Forces, Jedi Knight and the series of comic books and novels) and also a development of the stormtrooper in his work on the Dark Troopers from that game. "Stuff like that is really weird," he explains. "I was up at the Ranch [Skywalker Ranch, LucasFilm's 'ground central' deep within the heart of Marin County, CA] the other day talking with the licensing people about stuff for Starfighter, and they dig out this really cool action figure of a Dark Trooper," he smiles. "I had no idea that they'd even made one. Apparently it was a fairly limited-edition thing, but it really shows how great it is to be producing things within the Star Wars universe. You can really have an effect on things."

"As far as the story goes," production manager Reeve Thompson tells us, "we've very meticulously planned the whole thing. When you go to the Starfighter area in the offices, there's a wall with all of the scenes mapped out on a storyboard. It's been very important to weave the story throughout the levels and really push the interaction between the three main characters. There are some very cool cut-scenes that hold the thing together that were scripted just like a movie."

When the game is booted up on the PlayStation2 development system in the "Darth Maul Conference Room" (so called





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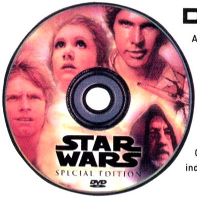


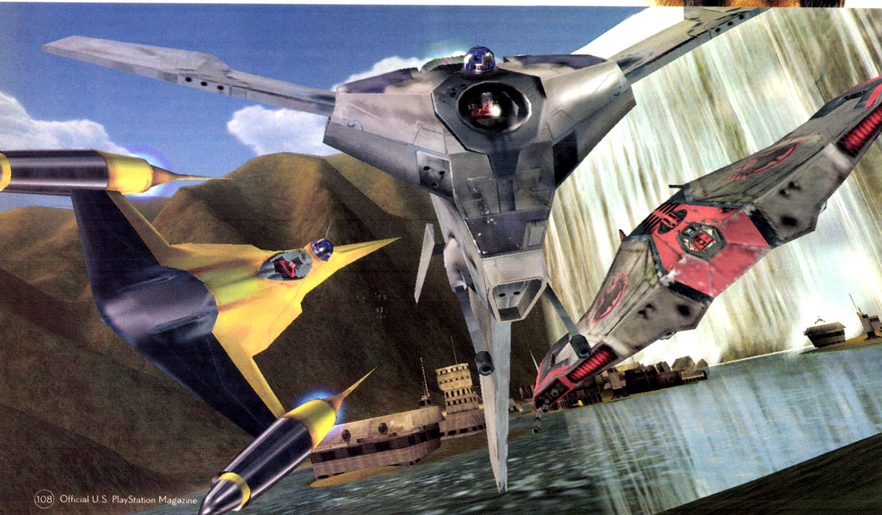
DVD At Last?

Although not officially confirmed by anyone at either Fox or Lucasfilm, we have managed to get our hands on some "top secret" information concerning the DVD releases of all four existing Star Wars movies. It's no secret that there is a team working on the project gathering together all the necessary stuff from ILM and THX, and it's also no secret that this team was only recently formed. What is a secret though is that the team is working toward dates in November and December of this year. A reliable source recently told us that the titles were listed for release before Christmas and that we'll see *Episode I* followed by the original trilogy as individual movies, and as a box set before the end of the year.

because there's a cardboard standee of Darth Maul standing in the corner) deep within the bowels of LucasArts' faceless building, it immediately shows itself to be something special. The first part we're shown is a low-level mission on Naboo that has Rhys protecting a number of boats as they try to escape the Trade Federation via the river and meet a transport out at sea. The level begins as you fly through a tunnel that opens out behind a vast waterfall. "If you look at things to scale, and to give you an impression of how big the environment is, that waterfall is about three kilometers high," lead artist Jim Rice tells us. Bursting through the water and out into the sunny vista beyond you immediately get a view of the vast, lush, green landscape below. Pointing your Starfighter toward the ground you make out a number of gun emplacements ahead of your charge, and a shield generator protecting the mouth of the river. Your job? Take out the guns, blow up the shield generator and let your boats proceed undamaged. As you hurtle onward firing your lasers, it soon becomes clear that you're going to need to find a way of firing more accurately. Holding down one of the shoulder buttons on the Dual Shock shifts the view into a "sniper mode" bringing the action much closer to you, and allowing you to take out individual elements of your targets while still fully controlling your starfighter. The sense of scale and speed is remarkably exhilarating. The images on your screen are silky smooth and highly detailed...there's no pop-up, no ugliness to the environments—it's all believable. "All the planets are fully built," Rice explains. "They're huge. Things aren't perfectly mapped out, but everything you do on each of the three planets in the game hangs together just right."

"Each planet has several key locations," Stinnett tells us. "They're anything up to 3,000 square kilometers in full. They're way bigger than you'd possibly want to fly over completely, but mapping out that much environment helps to give you a great sense of scale."

Lead level designer Tim Longo interjects with some



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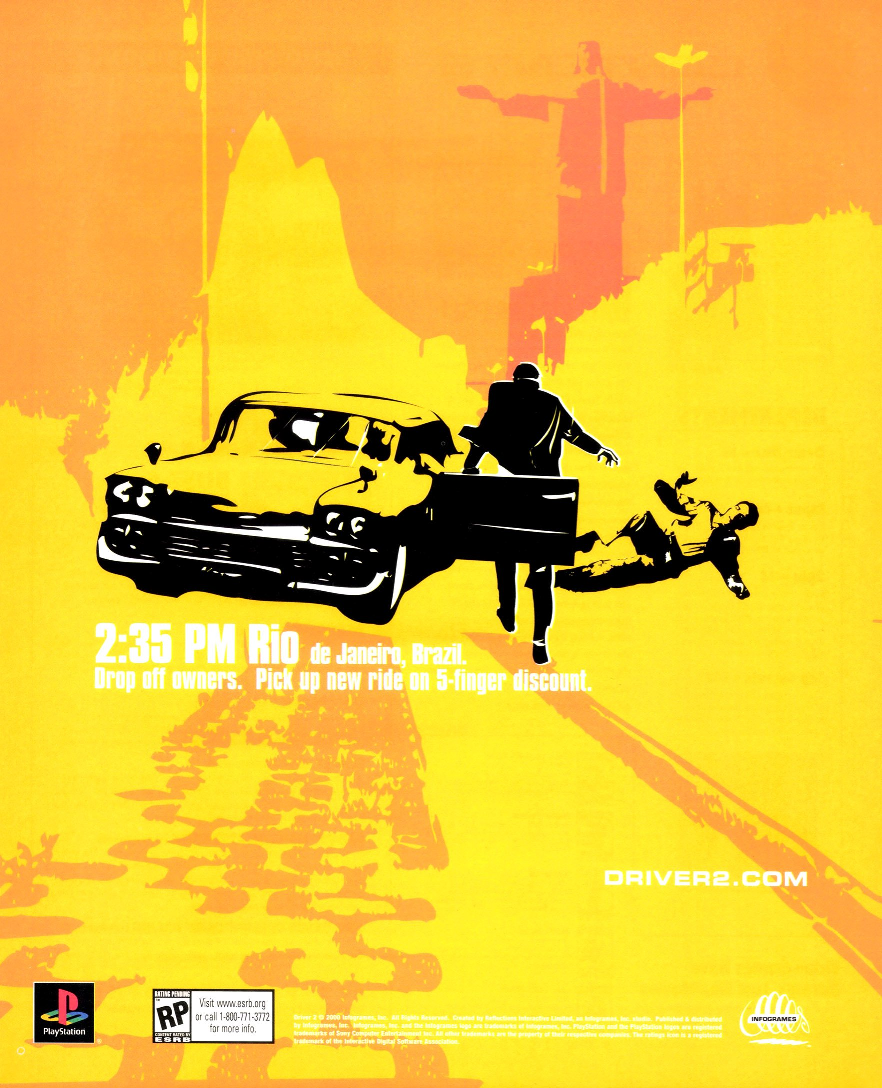
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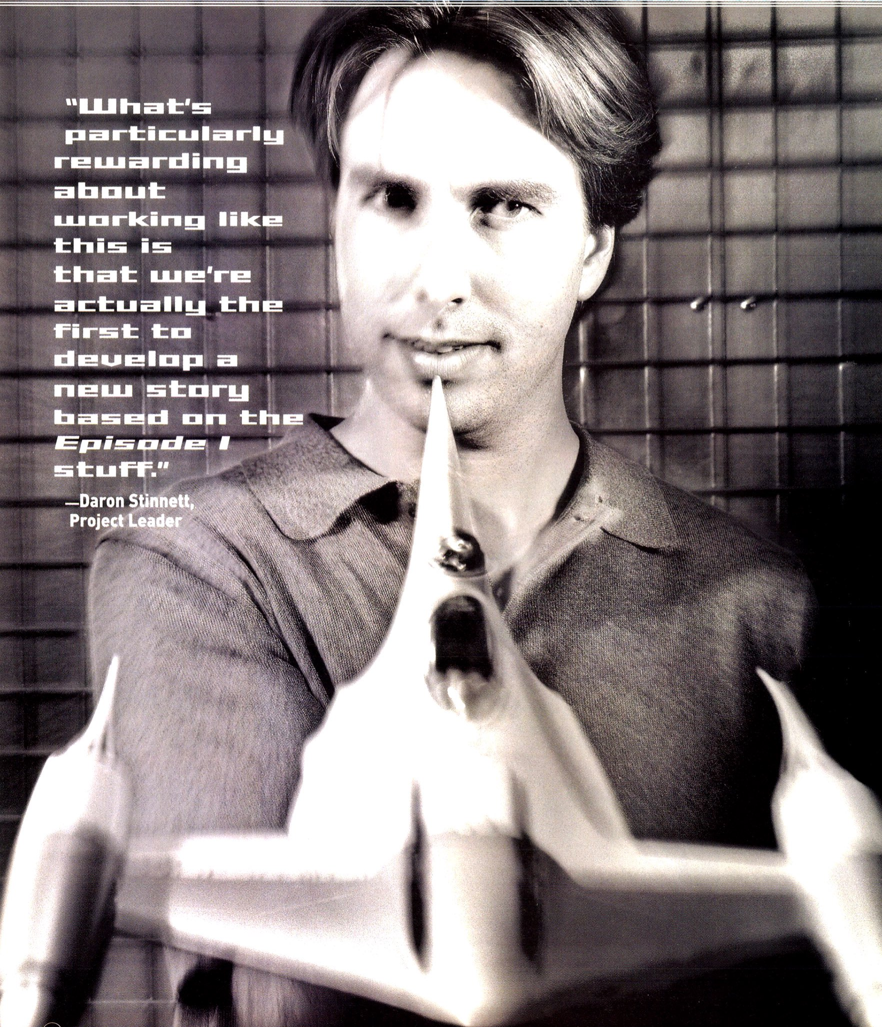


"What's particularly rewarding about working like this is that we're actually the first to develop a new story based on the *Episode I* stuff."

—Daron Stinnett, Project Leader

comments as to how the environments are conceptualized and constructed. "The driving force for the design of the levels is the story. Once we know what's going to happen, we focus on areas in the environments and build them to accommodate it."

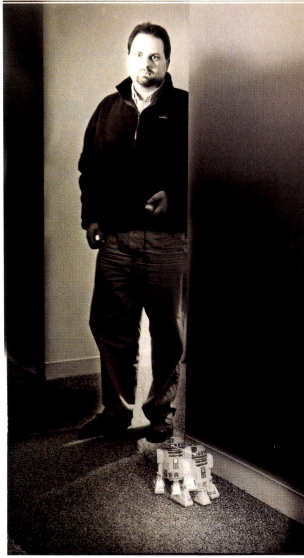
"Fortunately, in the grand Star Wars style," jokes Stinnett, "all of the planets are just the one kind of terrain, y'know? Hoth was all snow, Tatooine was all sand, Naboo is all green. It certainly makes life easier for us as game designers."

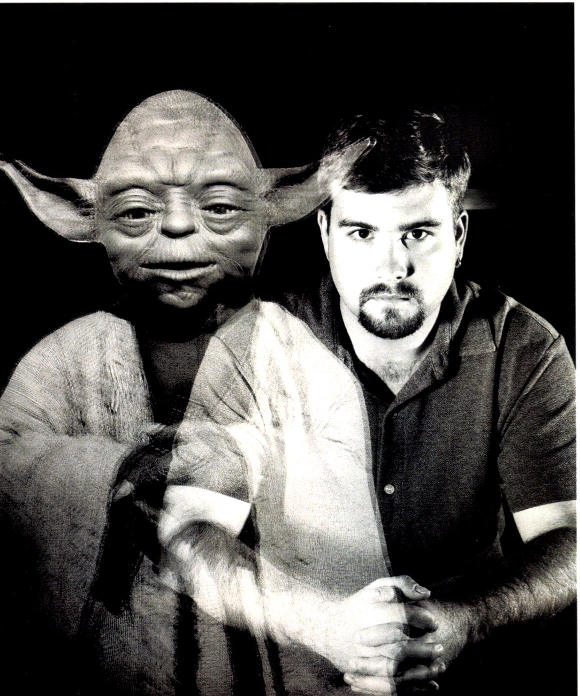
Moving onto another level in the game we get a quick taste of a full-on space battle. Surrounded by numerous different kinds of ships, from Trade Federation droid control ships to pirates, it soon becomes clear that an awful lot of work has gone into creating new vehicles. "We had full access to the library of conceptual stuff from *Episode I* and we took inspiration from these and incorporated a lot of it into the game," Stinnett explains. "A lot of the pirate stuff we stole from the pod racers...we really liked the whole cobbled-together look; cockpits at the back, big engines, you know the deal. As for the Trade Federation, we had a lot to work with there. You see a lot of hardware in the movie, so we were lucky that we could dip into the work that ILM had already done. We also got to dip into stuff that was designed but never actually made it into the final footage."

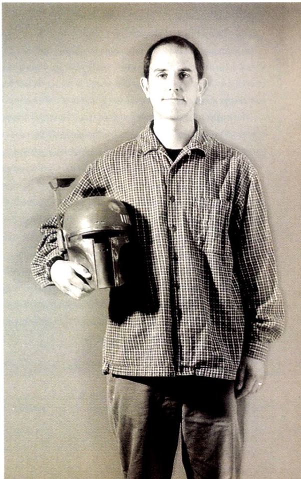
"We tried to match the film's design work," Rice elaborates. "We wanted to add to the look and try and establish some stuff. There are lots of versions of ships that we worked on. Actually, when it comes to stuff from Naboo there wasn't much to work with. The starfighters and the hover vehicles are all we really had to look at, and you soon get a sense that

LEFT, Daron Stinnett, Project Leader **BELOW, Reeve Thompson,** Production Manager
TOP RIGHT, Chris Corry, Lead Programmer **BOTTOM RIGHT, Tim Longo,** Lead Level Designer

Photography by Joe Toreno

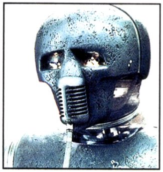






MEDICAL DROID 2-1B

LUCASARTS: THE EMPEROR'S LAPDOG



Let's be clear: what you are about to read was CENSORED from the *Star Wars Insider* magazine. Apparently there's a lot of money involved in this Earth activity called "video games"—and I rattled too many cages over at "LucasArts" with my comments.

You think Jedi Power Battles is hard? Try sewing an artery in hyperspace. So administering Lotrimin and Clondex with one hand and reducing bloodflow with the other is not your idea of fun? Pardon me.

But let's not be coy. I can scream until my vocabulator rusts, but LucasArts still won't listen to me. Ask yourself, why are LucasArts games filled with "power-ups" if not to trivialize the importance of medical droids like myself? "Oops, I just got hit with blaster fire! Guess I'll hop on over here and pick up a 'power-up' and feel all better again!" That's not how life works, Lucas "Arts."

When will you people stop ignoring the medical realities of the New Republic? When Hutts fly? Truth is "power-ups" are only the tip of the iceberg in my dispute with the alleged LucasArts. When you're the Medical Droid who SAVED THE REBELLION by repairing Luke Skywalker's hand—like I am—you can't be afraid to throw your weight around. Which is exactly what I did to get myself a meeting with the powers-that-be at LucasArts, so that I could share with them my revolutionary "video game" idea. This is an idea so groundbreaking that it will shake the "video game" business to its very core. Pac-Man, Donkey Kong, Pokémon—all distant runners-up to what WILL become the greatest "video game" known to mankind:

2-1B's Surgery Simulator 2000

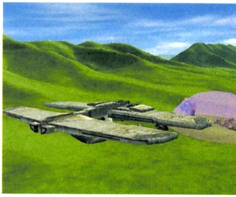
In retrospect, what I was really doing in offering this concept to Lucas "Arts" was giving them a license to print money. That's how good this game is. In return they offered me a royalty percentage that wasn't fit for a protocol droid, much less 2-1B. I had always suspected LucasArts were puppets of the Emperor. Now I know.

(Think about it: How do they so effortlessly "simulate" the cockpit controls of a TIE fighter if they do not have access to one themselves? How does one get access to a TIE fighter without an Imperial Security Clearance? Now you understand.)

Fortunately, Eidos Interactive stepped into the picture and was willing to satisfy the nine-figure credit advance that I required along with an appropriate back-end deal. In addition, they have offered to program Lara Croft as my medical assistant in the game itself. I've requested they not use the digital Lara Croft from the Tomb Raider "video game," but instead create a 10-million-polygon rotoscope of Angelina Jolie direct from the set of the Tomb Raider movie.

FX-7, that medical droid wanna-be, will appear in the game also—SCRUBBING MY SCALPELS. And administering my lubrication bath—if I'm feeling generous. No, stupid Cantina denizen Dr. Evazan will not make an appearance, because he's NOT A REAL MEDICAL DOCTOR. Next time someone takes a lightsaber to your arm, Evazan, don't come running to me. Go get a "power-up."

Medical Droid 2-1B's maniacal rants can be read in every issue of the Star Wars Insider magazine. Check www.shop.starwars.com for more info.



their stuff is all just shiny ornaments. Those glorious vehicles! You get a real impression that this is a bunch of people who stand around polishing their ships all day just waiting for action," he laughs. "The pirates were much easier to design, we went with the whole warpaint and bare metal thing—really gritty and tough stuff. In Racer we found that each of the racers had their own look—it was like a guy with a Harley who's tricked it out just the way he wants it. We really dipped into that philosophy for Nym and his buddies," Rice smirks. "As for Vana's stuff, she's a bit different. With her we wanted to go with something more like the new movies, er...I mean the old movies. The original trilogy stuff. Everyone loves that look."

So with all this attention to the different stories, are the other characters in the game important? Important enough to know by sight like the guys in Racer? "We, er, kill off most characters pretty quick and stick to the core characters," laughs Stinnett. "We spend our time developing the main guys."

"You don't want to be an extra in our game," laughs lead programmer Chris Corry, "but all of the ships look very convincing because the designers have mastered this amazing kinda brushed metal look for everything."

"There are an awful lot of people on the team doing the design," Thompson told us earlier in the day while touring the office. "I've got this map of the building here, and there are whole areas where it's just written off as being for Starfighter people. The way we've been going, it's looked like any free desk has been occupied by people for this game."

Moving onto another space battle in the game, and getting a chance to play around some more with the combat system, it soon becomes apparent that while the game has some obvious similarities with the X-Wing series on PC, it's also very simple to pick up. "What we wanted the game to be certainly has evolved. Initially it was going to be very flight-sim like but later we

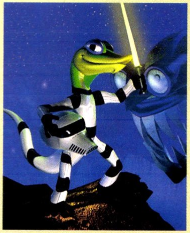
A Force to Be Referenced with

Everyone knows a Star Wars enthusiast. You know, the guy who refers to Hammerhead by his actual name or who can recite all of Greedo's cantina exchange with Han—in Greedo's language. Well, game developers often seem to fall into this category themselves. Here are a few instances we've found of SW references in their games.

Covert Ops: Nuclear Dawn The train in the game is called the Blue Harvest, the same name used as a decoy title for *Return of the Jedi.*

Crash Bandicoot 2: Cortex Strikes Back The second Crash game's title is rooted in that of the second Star Wars flick.

Final Fantasy Games Secondary characters—Biggs, Wedge, Dodonna, Piet and Nida, for instance—often share or resemble names of characters in the Star Wars universe. Also, Final Fantasy VI (of the Final Fantasy Anthology) features a struggle against an Empire capable of destroying entire cities with a superweapon. The game's initial exchange between Locke and Celes brings back memories of the "Aren't you a little short for a stormtrooper?" scene in *A New Hope*, and there's a ship called the Falcon, which is owned by a gambler. Meanwhile, Final Fantasy VII has the character Cait *Sith*, and Red XIII belongs to the Nakani, an anagram for "Anakin."



Gex Games Gex quotes the movies and even dresses up like a stormtrooper with a lightsaber in Enter the Gecko.

Shadow Madness Clemett quotes Star Wars movies whenever given the chance.

Xenogears Billy Lee Black's "Sky Walker" Deathblow move can combat enemies like the "Sand Men," who resemble Tusken Raiders (also known as Sand People).

Star Gladiator, Ape Escape and Tekken Games All have characters who possess some sort of lightsaber.

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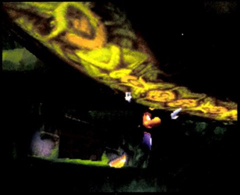

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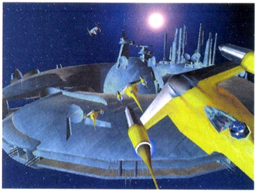
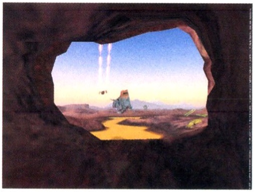
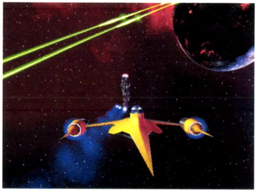


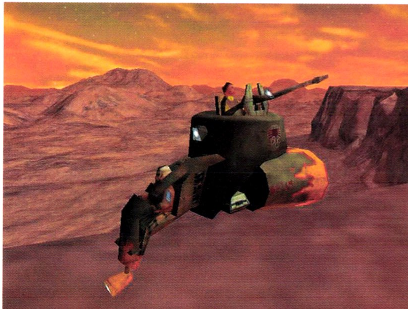




wanted more action. Actually, I think we switched our thinking quite a bit after we'd spent some time with Rogue Squadron," he chuckles. "The FreeSpace games on PC have also been a big influence on us, as they manage to blend the different styles of gaming together very well. We thoroughly picked apart the X-Wing games too...we looked at what was appropriate for a console game and then compared things with Rogue Squadron, which is obviously very much at the other end of the spectrum."

Another level is loaded to show some of the variety in the level styles. Clearly "borrowing" from the trench run in *A New Hope*, the level will have players flying through a narrow canyon avoiding laser fire from Trade Federation tanks. Although not finished as we look at it, the environment has been fully rendered (although not yet lit properly) but manages to look exceptionally realistic. If you didn't know better, at first glance you'd think it was video footage taken from a helicopter flying through a canyon in the early evening. We can't wait to see it with laser blasts and other vehicles moving around in there. "When we were building the levels, it really was just a case of thinking 'what would be fantastic to fly into?' and then building them," Rice explains.

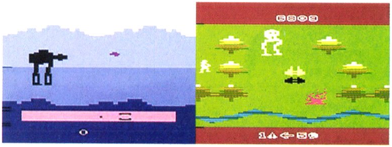
As a final demonstration of how powerful both the game engine and indeed the PlayStation2 are, we're shown one last area of the game. Clearly saving the best till last, the final level of the game has you playing as Rhys as he flies in the final battle above Naboo. Surrounded by fighter ships as they swarm around the droid control ship (remember that, it looks like a big ring donut with a bite taken out of it?), you soon realize that the character responsible for the death of his friend and mentor is out there, too. Battling along the surface of the giant ship proves just how large the damn thing is, but it's not until your enemy disappears inside that you begin to comprehend a) how utterly enormous the droid ship is, and b) why buying a PlayStation2 is just about the best thing you will ever do. Flying through the opening in one of the "arms" of the ship puts you in a huge hanger filled with the Trade Federation forces preparing for their continued assault of Naboo. Inside you'll see numerous lander ships (which are pretty frickin' huge on their own) loading up with tanks and droid racks and, get this, you get to fly around them all and chase after the bad guy amongst all this activity. It's nothing short of stupefying. In terms of scale—if the Naboo fighter you're in is about the size of a Buick, the lander ships are probably about the size of a large ocean-going cruise ship. And there are a number of these things inside the control ship hanger. Are you excited yet?



star wars through time

Past Games

The Star Wars series has been the inspiration for a huge number of games across a variety of systems. Below is a list of all the console-based games released so far. Remember: there are PC and other computer games out there that aren't listed!



The Empire Strikes Back
Released: 1982, 1983
Systems: Atari 2600, Intellivision

Star Wars (Arcade)
Released: 1983
Systems: Arcade, Atari 2600, Atari 5200, Colecovision

Death Star Battle
Released: 1983
Systems: Atari 2600, Atari 5200

Jedi Arena
Released: 1983
System: Atari 2600

Return of the Jedi (Arcade)
Released: 1984
System: Arcade

The Empire Strikes Back (Arcade)
Released: 1985
System: Arcade

Ewok Adventure
Released: Never
System: Atari 2600

Star Wars
Released: 1991, 1992, 1993
Systems: Nintendo Entertainment System ('91), Game Boy ('92), Game Gear, Sega Master System ('93)

Special thanks to Skyler Miller at Gamespot.com. See the whole story at **www.videogames.com/features/universal/swhistory/index.html**

The Empire Strikes Back
Released: 1991, 1992
Systems: Nintendo Entertainment System ('91), Game Boy ('92)

Super Star Wars
Released: 1992
System: Super Nintendo Entertainment System

Super Empire Strikes Back
Released: 1993
System: Super Nintendo Entertainment System

Rebel Assault
Released: 1993
Systems: Sega CD, 3DO

Super Return of the Jedi
Released: 1994, 1995
Systems: Super Nintendo Entertainment System, Game Boy ('94), Game Gear ('95)

Star Wars Chess
Released: 1994
System: Sega CD

Star Wars Arcade
Released: 1994
Systems: Arcade, Sega 32X

Dark Forces
Released: 1996
System: Sony PlayStation

Shadows of the Empire
Released: 1996
System: Nintendo 64

Rebel Assault II
Released: 1996
System: Sony PlayStation

Masters of Teras Kasi
Released: 1997
System: Sony PlayStation

Star Wars Trilogy
Released: 1998
System: Arcade

Rogue Squadron
Released: 1998
System: Nintendo 64

Episode I: Racer
Released: May 1999
System: Nintendo 64

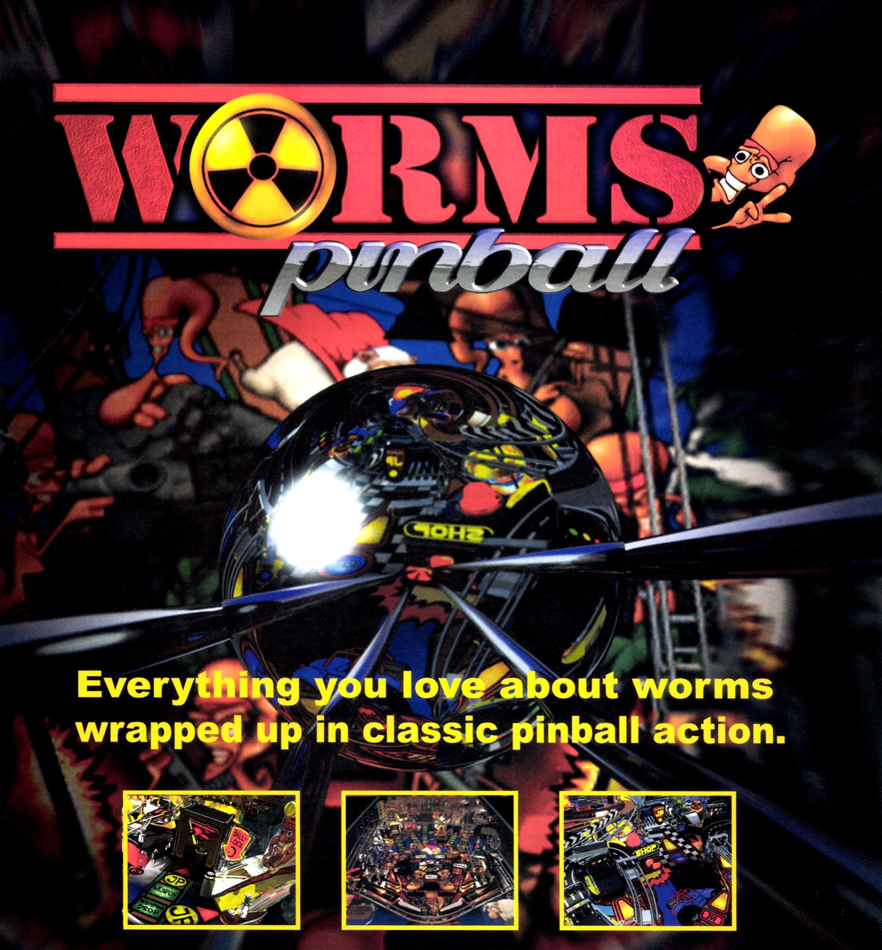
Star Wars: Episode I The Phantom Menace
Released: September 1999
System: Sony PlayStation

Star Wars: Episode I: Racer
Released: December 1999
System: Game Boy Color

Star Wars: Episode I: Racer
Released: April 2000
System: Sega Dreamcast

Star Wars: Episode I: Racer
Released: February 2000
System: Arcade

Star Wars: Jedi Power Battles
Released: Spring 2000 (estimated)
System: Sony PlayStation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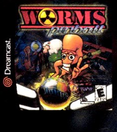
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Dreamcast.

www.wormspinball.com

EVERYONE
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CONTENT RATED BY
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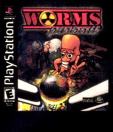
INFOGRAMES

Dreamcast

PlayStation


WORMS pinball
PlayStation

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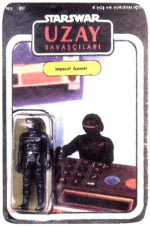
the dark side of merchandising

A study in cheese, literal and figurative

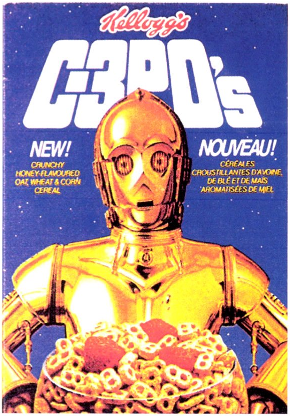


Take a film released in the '70s. Add lots of strange, inhuman characters. Toss in a worldwide craze of unmatched proportions. Sprinkle liberally with gold old-fashioned capitalism, and it's not surprising that the Star Wars franchise has spawned some pretty odd merchandise.

Certainly, there isn't a single food item that hasn't borne Jar Jar's horriffic likeness—but were you aware that the process of culinary merchandising stretches way back to the first film? Candies, popsicles, junk food...Kellogg's even released a brand of cereal based on the films, called (what else?) C-3PO's. And that's not even counting the promotional offers associated with everything from peanut butter jars to Wonder Bread. But certainly, the most appropriate tie-in had to have been Kraft's branding of their UK-based Dairylea cheese with characters from the Droids and Ewoks cartoons.

Of course, food isn't the only product stamped with the Imperial imprimatur. Back in the day you'd find beloved characters emblazoned proudly across belt buckles, platform-soled shoes and bedsheets. But best of all was the Official Jedi Knight Certificate that came printed on the inside of—wait for it—a package of Underoos, the Underwear That's Fun to Wear. Nice.

And the farther you get from the U.S., the more, um, interesting the products get—especially when it comes to action figures. See, in some countries, no manufacturer was granted the license to produce official toys. But that didn't stop certain enterprising upstarts from selling bootleg figures. These packages could range from the remarkably good to the side-splittingly awful, but few matched Turkey's "UZAY" line for brazenly unlicensed designs. One character, called simply "Head Man," is obviously based off the model of the red-robed Imperial Guard—except he's got a silver head, no robe, and carries a medieval-looking sword and shield. Huh? But the real show-stealer of the line is the Imperial Gunner: The figure looks passable, but check out the backing card. That's a calculator, folks. How's that for chutzpah?


Kellogg's
C-3PO's
NEW!
CRUNCHY HONEY-FLAVOURED OAT, WHEAT & CORN CEREAL
NOUVEAU!
CÉRÉALES CROUSTILLANTES D'AVOINE, DE BLÉ ET DE MAÏS AROMATISÉES DE MIEL

intergalactic scuttlebutt

EPISODE II: THE RUMORS, EXPOSED!

It's still more than a year off, and already rumors are starting to surface regarding story elements of *Episode II*. We've compiled here a list of some of the more prevalent, but be warned, there may be potential spoilers contained within—if any of these turn out to be true, anyway. Let's repeat that, just for safety's sake: **BEWARE POSSIBLE SPOILERS!** You've been warned.

Rumor: Christopher Walken—who auditioned for the original *Star Wars*—will star in *Episode II*, getting his wish after more than 20 years of heartbreak.
Fact: Walken has repeatedly denied these allegations with characteristic bluntness, stating "I'm not in that film; I've never been in that film."
Verdict: Are you going to call Christopher Walken a liar? This is probably just wishful thinking on the part of Walken fans.

Rumor: Darth Maul will somehow return in *Episode II*.
Fact: Lucas has stated unequivocally that Maul will not return.
Verdict: While some fans claim that Lucas' statement does not rule out a clone of Maul making an appearance, you'd think George would be a little more coy about the matter if this were the case.

Rumor: Qui-Gon Jinn will somehow return in *Episode II*.
Fact: Well, he was killed pretty dead in *Episode I*, but Liam Neeson gave a cryptic answer when asked about a possible return: "All I can say is I'm keeping my passport up to date."
Verdict: Observant fans caught on to the fact that, unlike Obi-Wan and Yoda, Qui-Gon's body did not disappear after he was struck down. Lucas himself has confirmed that this is a significant development, and that the reasons for this would come to light in the next films. When pressed, he would only reveal that the process has something to do with a Jedi learning to "keep his identity" once he has been slain. But does that mean that the prospect of seeing Qui-Gon as a spirit is bogus? We're guessing no, simply based on Neeson's public statements like the one above.

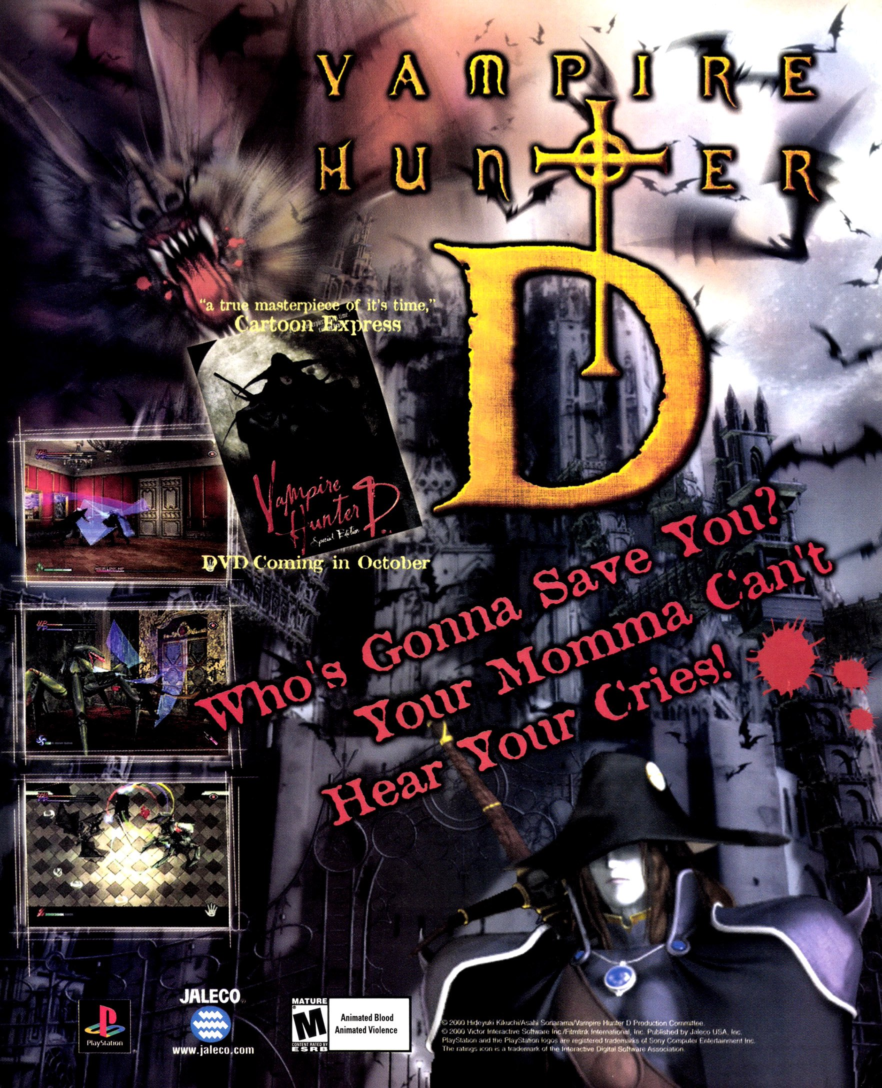
Rumor: Boba Fett will play a major role in *Episode II*.
Fact: In an interview several years ago, Lucas offered a brief outline sketch for the next films which included Anakin Skywalker becoming a hero in the Clone Wars before being turned to the dark side. The Clone Wars pitted the Jedi against the evil Mandalore warriors, and Boba Fett (though not a confirmed Mandalorean) wears Mandalore battle armor. Further, Lucas has actually stated of *Episode II* that "Boba Fett's in it," and producer Rick McCallum has confirmed the fact as well.
Verdict: We may not necessarily see Fett in a "major role," but we will almost certainly see an explanation of his origin—it would be silly to portray the Clone Wars without explaining the Fett connection.

Rumor: Yoda will fight in *Episode II*.
Fact: One prop designer recently let slip plans for a set of two stunted lightsabers designed to be used in tandem by one person. Internet speculation seized on the smaller design and deduced that they must have been made for a very short Jedi.
Verdict: While there still isn't enough to confirm the conjecture, Lucas always seems to want to stretch the limits of what computer animation can do. If ILM can make a Muppet look realistic enough to make a 'saber battle believable, they deserve another Oscar.

Rumor: *Episode II* will be released six months early, in 2001.
Fact: The all-digital filming process will indeed cut some significant development time off the standard production schedule.
Verdict: But come on...do you really think Lucas will release a film *early*, and miss all the anticipation and buildup? No way.

Rumor: An early trailer has already been released for *Episode II*.
Fact: The supposed "teaser trailer" is actually a remarkably cunning fake.
Verdict: You have to see this. Check out www.theforce.net/theater/trailers/episodeii/ for a link to the video, as well as a scene-by-scene description of how it was made.

Rumor: Senator Palpatine and Darth Sidious are actually the same person. Palpatine will seize control of the Republic and turn it into an empire, proclaiming himself Emperor.
Fact: Senator Palpatine and Darth Sidious are actually the same person. Palpatine will seize control of the Republic and turn it into an empire, proclaiming himself Emperor.
Verdict: Why Lucas thought people wouldn't see this right from the start (especially considering the Emperor has been known by even the most casual fans as "Emperor Palpatine" for years) makes us scratch our heads in wonder, but he seems to be trying to generate mystery around the identity of Sidious. How dense does he think we are?


VAMPIRE HUNTER D
"a true masterpiece of it's time,"
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Vampire Hunter D. Special Edition
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MATURE
M
CONTENT RATED BY ESRB
Animated Blood
Animated Violence

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TEKKEN

to light up the big screen next year

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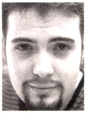
DEPARTMENTS

Demo Disc • 18
Everything you need to know to get our exclusive disc up and running.

Input • 24
Let us know your thoughts. Write us at our usual address, or send us e-mail at **OPM@ziffdavis.com**.

Spin • 34
Harry Potter comes to PS2, news on Ape Escape 2, all the latest as we get closer to PS2 launch, a full run down of Hollywood news and what it means for gaming, plus our PS2 Survivor game.

Top Secrets • 142
Literally hundreds and hundreds of tricks for all the latest games, plus strategies for X-Men, Chrono Cross and Grind Session.


John Davison
Editor in Chief

ONLY ONE MORE MONTH TO WAIT BEFORE PS2!

Things are starting to get really exciting around here. It's only a month to go until the PS2 hits stores...and I'm going to have to find something different to talk about in my editorial each month. Maybe I'll just end up waxing lyrical about how incredible some of the games are. Although some of the early releases in Japan were disappointing, it's becoming increasingly apparent that the U.S. launch is going to be accompanied by some truly amazing titles. Recently we've been lucky enough to check out some must-buy games that we're featuring this month. Obviously it goes without saying that our cover star, Star Wars: Episode One Starfighter, is pretty frickin' awesome—but if you turn to our Previews section this month, cast your eyes over the likes of SSX and Konami's spectacular International Track & Field. Not only are these games glorious examples of what a 128-bit console can crank out visually, they're also some of the most playable games you'll ever get hold of. Make sure you get your hands on them early.

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

EARLY CHILDHOOD RATING
Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE RATING
The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN RATING
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY RATING
The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

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PlayStation
NTSC U/C
PLAYABLES:
RC Revenge (E)
Sno-Cross Championship Racing (E)
Muppet Monster Adventure (E)
Team Buddies (E)
Bust-A-Groove 2 (E)
Sydney 2000 (E)
NON-PLAYABLES:
Crash Bash (RP)
Spyro: Year of the Dragon (RP)
Rayman 2: The Great Escape (E)
ADVERTISEMENTS:
The Legend of Dragoon
Polaris SnoCross
COMPACT disc

PLAYABLE DEMOS

BUST-A-GROOVE 2
Get your groove on with this highly unusual, highly entertaining dancing game from Enix. Just like break dancing helped solve the problem of inner city gang warfare, this game will test your rhythm while channeling your aggression into a safe, peaceful pastime.

RC REVENGE EVERYONE RATING
Another Kart racer?! Don't despair, as this one's quite a bit of fun. The sequel to Acclaim's disappointing Re-Volt boasts tons of improvements over its predecessor. After whipping around the track a few times, be sure to check out our review of the game for the full scoop.

TEAM BUDDIES EVERYONE RATING
Crappy name, fun game. A strange mix of Bomberman and StarCraft, Team Buddies puts you in command of a cartoonish squadron of cutesy warriors that build weapons and vehicles as they bash away at each other.

SYDNEY 2000 EVERYONE RATING
Start flexing your fingers, as Sydney 2000 is just one of the many track and field style games that will soon hit the PlayStation and the PS2. Our demo gives you a shot at winning the gold in the 110-meter high hurdles. Do you have what it takes to win it all in Sydney?

MUPPET MONSTER ADVENTURE EVERYONE RATING
For those of you who haven't seen the Muppets in ages, that little green frog in our demo isn't Kermit. Nope, it's Robin, Kermit's nephew, and he's starring in his very own 3D platformer. Don't dismiss this one as a kid game, though. There are plenty of dynamic gameplay elements that are sure to appeal to gamers of all ages.

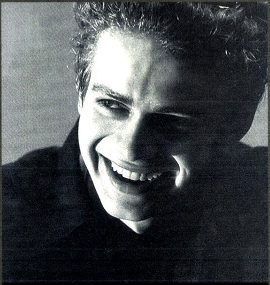
SNO-CROSS CHAMPIONSHIP RACING EVERYONE RATING
After last year's excellent Sled Storm, developers are starting to exploit the snowmobile as a gaming genre. Is Sno-Cross good enough to shred with the big boys? Play the demo, then read our review later in the issue.

NON-PLAYABLE DEMOS

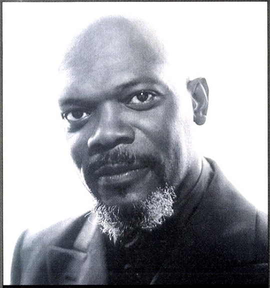
SPYRO: YEAR OF THE DRAGON, CRASH BASH, RAYMAN 2: THE GREAT ESCAPE

Ewan McGregor

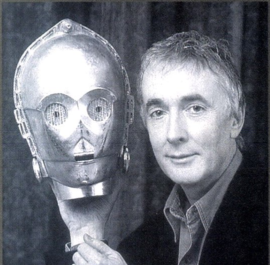
Natalie Portman



Hayden Christensen



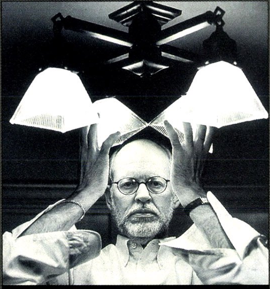
Samuel Jackson



Anthony Daniels

Star Wars: Episode II Movie Update

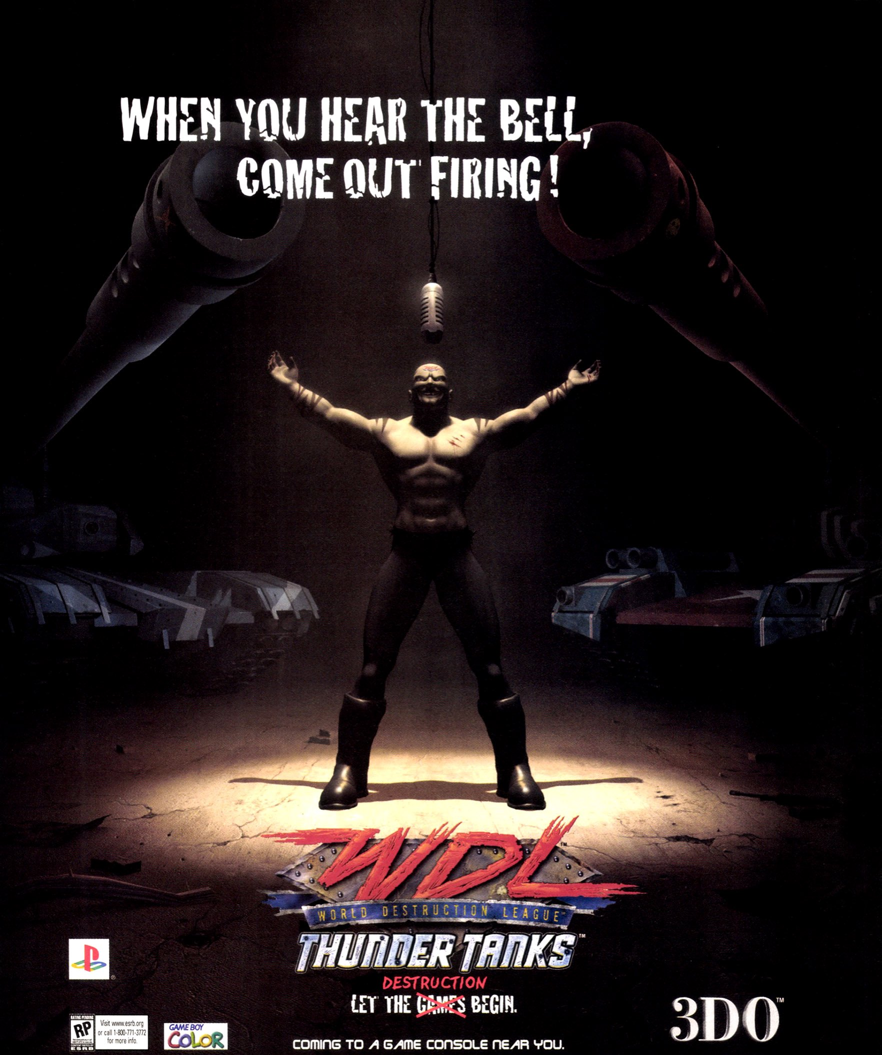
Those of you paying attention to the Star Wars Web rings and movie rumor sites (we've been trawling www.aint-it-cool.com, www.starwars.com and www.theforce.net) will no doubt be aware that *Episode II* is moving along very quickly now. The script is done, sets are built and principal photography has started at the Fox Studios lot in Australia. For those of you who aren't rabidly eating up every scrap of info on the Net, here's the latest we have: **Ewan McGregor**, sporting a particularly distinguished-looking beard, returns as Obi-Wan Kenobi, and we've also learned that **Liam Neeson** will be filming scenes as Qui-Gon, presumably appearing as an apparition. The lovely **Natalie Portman** returns as Amidala, and this time we'll see her relationship with Anakin blossom. Unless you've been living on Mars, in a cave, with your fingers in your ears and your eyes shut, you'll no doubt be aware that Anakin is being played by 19-year-old heartthrob **Hayden Christensen**, who you may have seen in Sofia Coppola's *The Virgin Suicides* earlier this year. He'll be joining voice talents of **Ahmed Best** as the, ahem, "popular" Jar Jar Binks, **Frank Oz** who'll be both voicing and controlling the motions of Yoda (who, we hear, gets his first fight scene in *Episode II*...which sounds faintly ridiculous), and **Andy Secombe** who'll be doing the voice duties for Watto again. **Anthony Daniels** is reportedly slimming down at the moment in order to don the golden C-3PO suit again. **Samuel L. Jackson** appears to have a much more important role as Mace Windu this time, and we hear that he, like Yoda, gets a cool fight scene. Slimeball politician Palpatine will again provide something for the excellent **Ian McDiarmid** to sink his acting teeth into, and interestingly it seems that another heavy-hitter has been added to the cast in the shape of **Christopher Lee**. Also set to be seen in the *Lord of the Rings* trilogy, Lee is most famous for his portrayal of Dracula as well as an acclaimed role in the Bond movie *The Man With The Golden Gun*. Uncle Owen and Aunt Beru make their first appearances in *Episode II*, with Owen played by young **Joel Edgerton**, who you may have seen in the recent *Three Stooges* telemovie. Alternatively, if you are somewhat more cultured, you may have seen him in productions of *Henry V, Dead White Males, Road, Black Rock and Third World Blues*. Beru will be played by **Bonnie Piesse** who is most famous for her part as Donna on the TV show *High Flyers*. Finally, the role of Bail Organa (who adopts Leia) will be played by **Jimmy Smits**, who has a wide body of work but for some reason is best remembered for his role on *LA Law*.



Frank Oz

Jimmy Smits

Daniels-Stephen Ellison/Outline, Jackson- Eric Johnson/Outline, McGregor- Lorenzo Agius/Corbis Outline, Portman- Eric Charbonneau/Berliner Studio/Corbis Outline Christensen- Star Wars Insider OZ- Chris Buck/Corbis Outline, Smits- George Lange/Outline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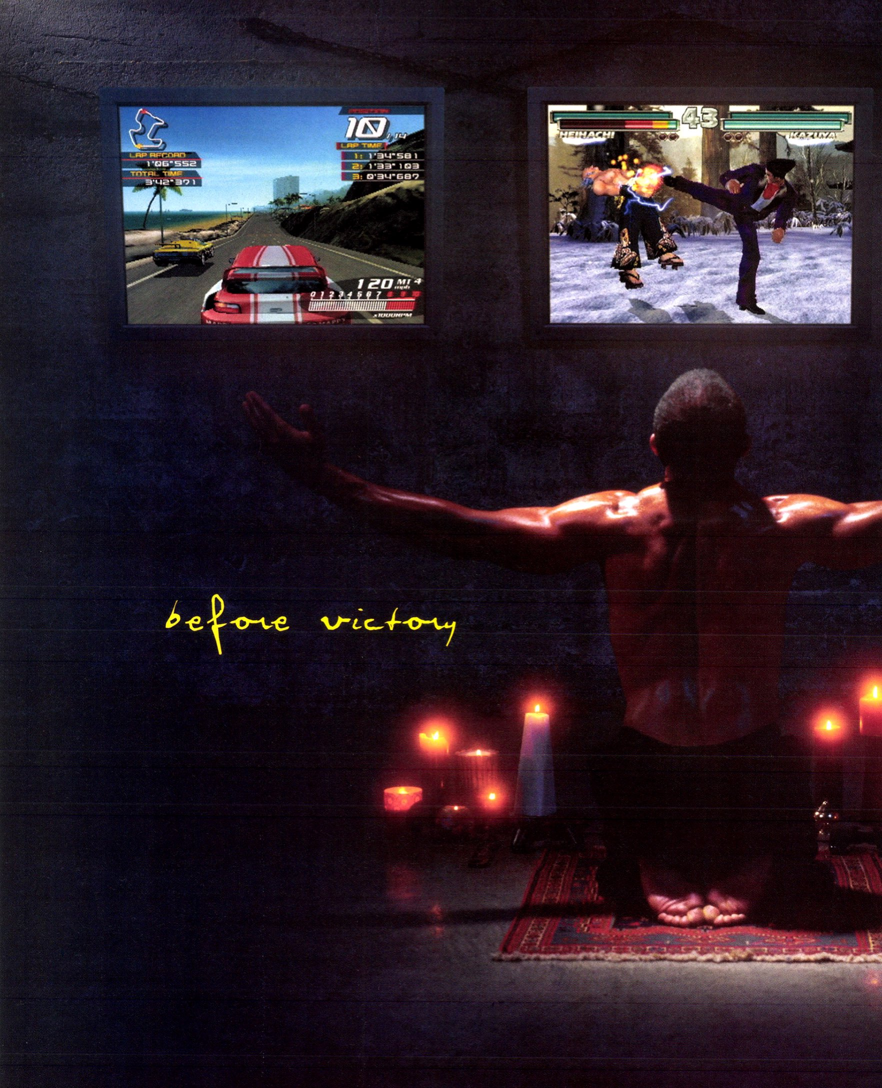
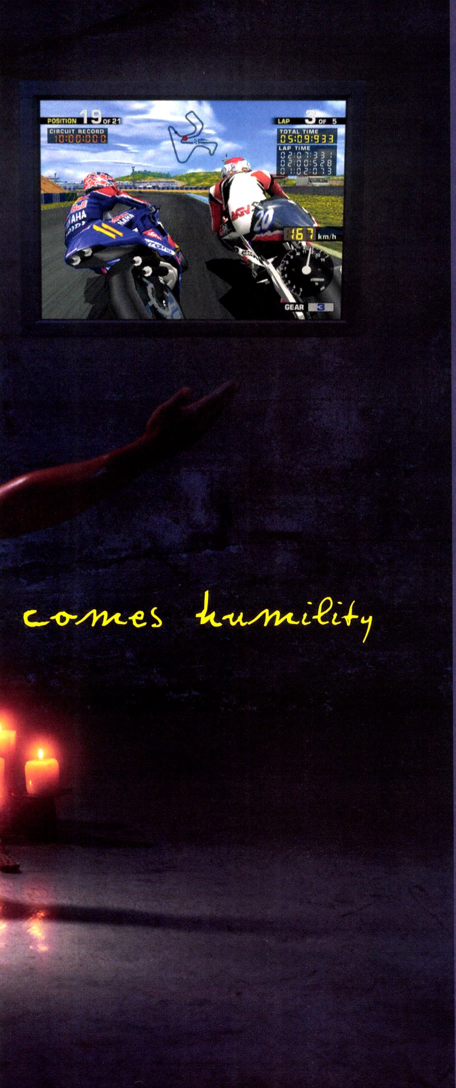
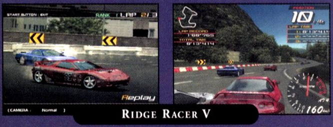

LAP RECORD
1'06"552
TOTAL TIME
3'42"371
10
LAP TIME
1: 1'34"581
2: 1'33"103
3: 0'34"687
120 MPH
HEIHACHI
43
KAZUYA
before victory



TEKKEN TAG TOURNAMENT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it figures...

THIS COULD BE TRUE, BUT THEN

Long ago, in a way of life seemingly far, far away, before the Internet took a seemingly Orwellian grip on the minds of America, we collected Star Wars figures. We did it because we were young and simple and because not having Bespin Han meant your popularity was at risk of taking a serious dive. We can't account for the mentality of collectors today, but it seems that the viewing of an old-time Star Wars action figure too often stirs visions of green instead of a charming, endorphin-releasing calm over the witness. In a show of "in my day" foolhardiness, we put before you the coolest toys from an era when just being cool toys was enough.

STAR WARS
DROID FACTORY

Droid Factory

It may not have been in the movie, but this playset was as pleasurable and euphoric as a sugar coma. You'd be able to piece together different styles of droids (of your imagination's choosing) and then rip them apart and start over. The sweet plastic crane wasn't very useful, but it looked extra cool.

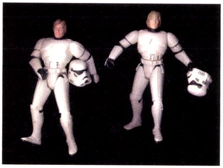
STAR WARS
MILLENNIUM FALCON SPACESHIP

Millennium Falcon

Any explanation is frivolous, but we'll try. This ship represents all that is badass, brazen and rebellious. It's the only ship that is so clearly identified by its pilot's persona. For those who didn't have this ship because you were young and reliant on thrifty parents, we empathize.

Turret & Probot

Sure, the Imperial probe droid (also known as the "probot") never got nearly this close to a Rebel turret, but what did you expect Kenner to do? This baby even had a switch on the side so you could agitate the probot until it was blown to oblivion (or fell into a hard plastic clutter).



Han and Luke in Stormtrooper Disguise

There's not a Star Wars fan alive who wasn't salivating over the chance to get his eager talons on these two figures. They came to be the fantasy figures for years, and once they were released (Han was mail-order only), they were highly sought after.

cantina legends

Star Wars urban legends exposed at last

The amount of Star Wars urban legends is proportionate to the sum of figmental college dorm stories. This, of course, is a testament to the Star Wars universe having an overwhelming influence over the malleable minds of the latest generations. Here's a list of craziness cleared from speckles of cosmic dust, so you'll know the truth.

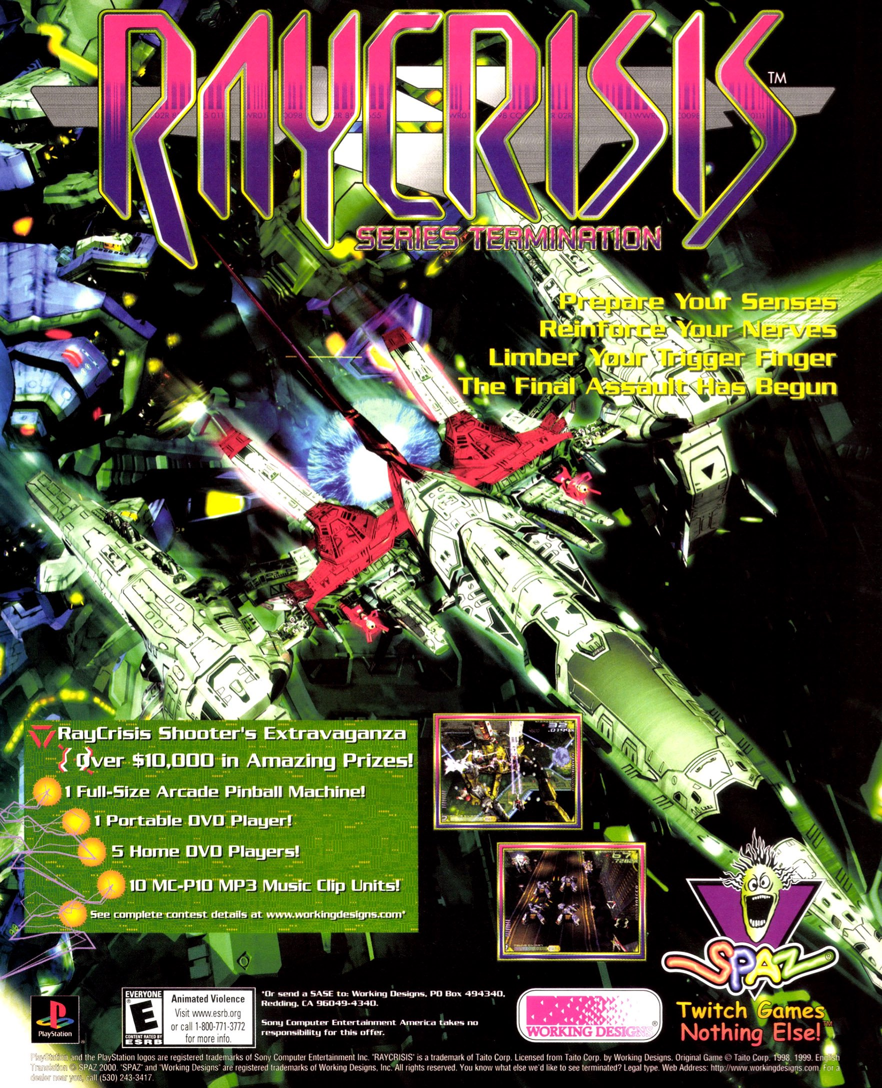
Cantina Legend:
A Boba Fett action figure was made that actually shot the rocket in his jetpack.
The first Boba Fett action figures weren't actually available in stores—he was part of a mail-in promotion (remember the ones, where you sent in the proofs-of-purchases?). The figure meant to be sent out was going to have the rocket firing out of the pack, but some similar stupid-ass Battlestar Galactica toy raised safety issues and they recalled the rocketed Fett. Kenner experimented with different variations, since they had promoted the shooting rocket so heavily, but they eventually gave up and removed the firing mechanism. So the answer is yes, the prototypes were made, but no, the toy was never released.

Cantina Legend: Legendary actor Buster Crabbe of Flash Gordon and Buck Rogers fame was to participate in a Star Wars movie.
This one has long puzzled Star Wars lovers. Here's the deal: George Lucas always wanted the Star Wars series to have the same feel of the '50s Flash Gordon television show. This was because Lucas had long admired the stylings of Buster Crabbe. When Lucas, high on *American Graffiti*'s acclaim, asked Crabbe to join the picture, Crabbe declined, saying he was tired of being seen as a sci-fi guy and not being taken seriously as an actor. Lucas was heartbroken, but still hopeful that the film's success would sway Crabbe into joining the cast for *Empire*. Crabbe never appeared in the movies and passed away in 1983. This one seems to make sense, but with Crabbe gone and Lucas tight-lipped, the world may never know the truth.

Cantina Legend: There is footage where the Millennium Falcon is blown to smithereens at the end of *Return of the Jedi*.
When the Falcon is streaking away from the ignited Death Star, meters ahead of a fire wall at the end of *Jedi*, it seems as if this one might come true. Obviously, it doesn't happen. The rumor started, some think, because of Harrison Ford's suggestion to Lucas that Han die at the end of *Jedi*. There is an Internet script floating around that has Lando and the Falcon destroyed and Han sadly voicing his loss, but it's a fraud. The truth is that there never was a scene filmed where the Falcon went kablooey.

Cantina Legend: Footage of Luke Skywalker and Biggs Darklighter at Anchorhead appeared in a few early screenings of *Star Wars*, and was shown when the film first aired on TV.
This is an interesting legend, because you'll find insistent know-it-alls recalling that scene exactly. Apparently, early in *A New Hope*, as the droids are hauling across the Tatooine desert, Luke has a reunion with Biggs. Truth is, the footage was cut from the film's final version. There were places where the moment survived, though. It was in the first SW comic book, the SW novelization, the storybook scene featured the photos, the radio drama included an expanded version of the scene, and the scene is visible in *The Making of Star Wars* TV special.

Cantina Legend: At the close of *A New Hope*, an overjoyed Luke can be heard howling "Carrie!" to Princess Leia, played by Carrie Fisher in the film.
Without question, actors are capable of making mistakes. But think about all the people that scrutinize audio recordings, and think of how careful sound editors are (it's their job!). So, the answer is, no—Luke does not accidentally shout "Carrie!" According to Mark Hamill, he's yelling "Hey! There she is!" indicating that Luke was scanning the rushing crowd for Leia.



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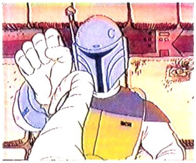
FROM OUTSIDE THE MIND OF LUCAS

A GALAXY OF STAR WARS BEYOND THE MOVIES

So, you think it takes a lot of time to watch all four Star Wars movies? Try sitting through or examining all of the parodies, spin-offs, salutes, and just plain indescribable stuff that has spawned from George Lucas' creations. We've gathered some of the best and, well...notable of the bunch. For even more, check out Web sites like theforce.net and jedinet.com.



The Star Wars Holiday Special

Talk about scary. For the holiday season of 1978, CBS somehow finagled the core members of *A New Hope*'s cast—Mark Hamill, Carrie Fisher and even Harrison Ford—into taking part in this two-hour special, which now lives in infamy as one of the biggest disasters in Star Wars history (insert *Phantom Menace* joke here). The special's story centered around Chewbacca's family—we kid you not in telling you their names were Malla (his wife), Lumpy (his son) and Itchy (his father)—who get worried when the ol' Wookiee is late for the annual "Life Day" celebration. Of course, Chewie and Han have run into a few Imperial entanglements, causing the delay.

In the meantime, though, we're "treated" to guest appearances by Art Carney, Jefferson Starship and everyone's favorite cantina barkeep, Bea Arthur. The show did have a bright spot, though, as it featured a very *Heavy Metal*-esque cartoon that introduced who would become one of the Star Wars universe's most popular characters, Boba Fett. Still, you won't find George Lucas' name in the credits—and he likes it that way. If it were up to the big man, all copies of the show now available on the black market would be destroyed by the Death Star's superlaser, with all remains sent to a galaxy far, far away.

Evan's Star Wars Cinema

You'll cackle louder than Salacious Crumb as classic action figures, stop-motion photography, special effects and Evan Mather's flat-out warped sense of humor combine for short films like "Kung Fu Kenobi's Big Adventure," "Godzilla Versus Disco Lando" and "Quentin Tarantino's Star Wars." Not for the easily offended.
www.evanmather.com

George Lucas in Love

Created as a film-school project at UCLA last year, this hilarious parody brings together elements of the classic Star Wars trilogy with 1998's Oscar winner for best picture of the year, *Shakespeare in Love*. It's one of the most downloaded Star Wars-related films on the Net—and for good reason.
www.mediatrip.com/film/movies_on_demand/308.html

Park Wars: The Movie

As of press time, this retelling of *The Phantom Menace* through the use of South Park characters is days away from its scheduled premiere, so it should be available by the time you read this. And if it's anywhere near as entertaining as the mock trailer created by the same group of guys in spring of 1999, we should be in for a real treat.
www.parkwars.com

Pulp Phantom

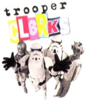
The Phantom Menace meets *Pulp Fiction*. 'Nuff said.
www.pulpphantom.com

The Star Wars Site Gag

Set up to echo the look of starwars.com, the Site Gag's all-original content is highlighted by the *Star Wars Very Special Editions*.
www.geocities.com/SunsetStrip/Alley/7028/swosg.htm

Star Park

Not to be confused with Park Wars, this site includes some funny Star Wars cartoons in the style of South Park animation.
www.jedinet.com/starpark

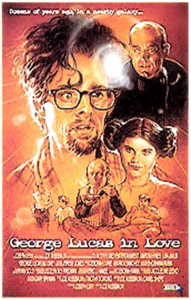


Trooper Clerks

This site is an absolute must-see for any fan of Star Wars and Kevin Smith movies. It includes both a retreatment of the *Clerks* trailer with Star Wars characters and, the real treat, an animated special featuring characters like Darth Jay and Darth Bob.
www.studiocreations.com/trooperclerks

Troops

It's hard to determine what "Troops" satirizes better—the Star Wars universe or Fox's show *Cops*. Follow the everyday life of a stormtrooper stationed on Tatooine as he and his partners keep the peace by dealing with Jawas and a domestic dispute between a couple we're all familiar with. At the end, it could reshape much of what you assumed in *A New Hope*.
www.theforce.net/troops


Dozens of years ago, in a nearby galaxy—
George Lucas in Love

Hardware Wars

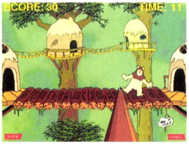
The granddaddy of all Star Wars parodies, this 1977 Ernie Fosselius creation remains the favorite of George Lucas himself. It may not pack quite the same comedic punch as some projects of recent years, but you've still gotta give props to the adventures of Fluke Starbucker, Ham Salad and Chewchilla the Wookiee Monster.
www.mwp.com/mwp/Hardwars.html

Thumb Wars

Originally aired as a TV special, "Thumb Wars" basically retells the events of Star Wars movies as acted by the digits that give us the edge over other living things on this planet. Funny stuff.
www.thumbwars.com/thumbwars

Star Warped

Quite possibly the finest conglomeration of interactive Star Wars parody to ever grace a computer, 1997's Star Warped featured games like "Whack the Ewok" (pictured) and "U Don't No Jedi" (Star Wars trivia in a You Don't Know Jack style), as well as funny extras such as never-released action figures like Cool Handless Luke. It's not on the market anymore, unfortunately, so eBay's probably your best bet. Definitely worth a few bucks.



Vader for President

Democrats? No way! Republicans? Yeah, right! It's the Sith Party in 2000, baby! Visit this site and find out why.
www.vaderfor2000.org

American Jedi

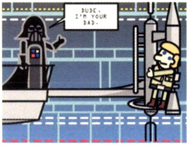
What do you get when you cross Star Wars with *American Pie*? This parody—and it's actually funny!
www.jedinet.com/multiplex/american_jedi

The Dark Redemption

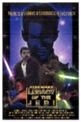
If Star Wars were a TV series, this would be an episode shown during sweeps. Focusing on Mara Jade (the most popular Star Wars character never to appear in a movie), we get to see just what happened to those Death Star plans in between Kyle Katarn's procurement of them and their arrival to Princess Leia—not to mention the infamous spice dump by Han Solo. Despite the second-rate acting, the quality special effects and interesting story make this as good as amateur sci-fi gets. A must-see for anyone familiar with Star Wars' expanded universe.
theforce.net/theater/shortfilms/darkredemption/

Star Dudes and The Bad Dudes Strike Back

Cute animation and dialogue that refers to every person in the Star Wars universe simply as "Dude" make these retellings of the first two films downright charming. "Return of the Dude," anyone?
www.dudestudios.com


DUDE, I'M YOUR DAD.

Legacy of the Jedi



You really have to see this one to believe it. Though it begins with what seems to be a rather cliché Padawan/Jedi Master relationship, the ensuing lightsaber battle and a twist at the end (rivaling "I am your father" in its unexpectedness—but in a totally different way) make it all worthwhile. Fantastic special effects for a fan film, as well.
theforce.net/theater/shortfilms/legacy/

The Bounty Trail

This tale of Boba Fett and an unidentified female Jedi features great costumes and special effects, as well as dialogue like this: "There's too many of them!" exclaims the Jedi. BAM! BAM! "Now there's two less of them," replies Fett. Cool.
www.theforce.net/theater/shortfilms/bountytrail

Jabba on the Dais

There just aren't enough songs out there about Hutts and the elevated platforms on which they sit. Set to the tune of Falco's "Rock Me Amadeus," this song's funny lyrics are complemented perfectly by a great video. Always good for a laugh.
theforce.net/theater/musicvideos/dais/

Quest of the Jedi

It's probably a good thing that we can't find this "masterpiece" on the Web anywhere. Defining the term "cheap" in regard to special effects (and not so great in the acting department either), this first-ever "serious" fan movie, starring the daughter of Han and Leia, starts out laughable in that B-movie sort of way...but eventually takes a turn toward the excruciating. You'll probably only find it on the black market—which is where it should stay.

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www.ihatestarwars.com

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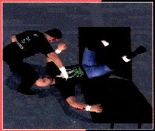

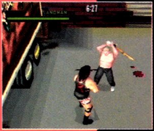

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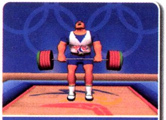

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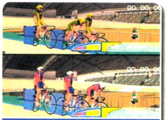

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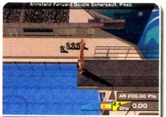

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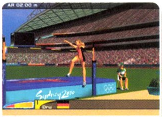

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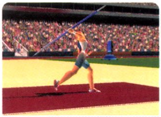

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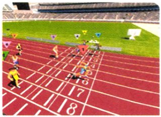

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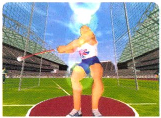

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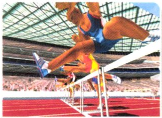

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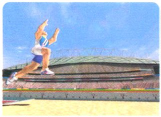

TRIPLE JUMP

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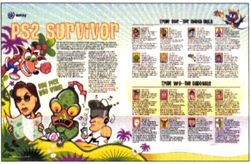
SPECIAL FEATURES

star wars games:
a new hope

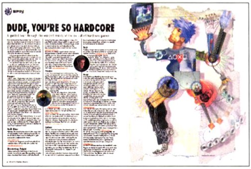
STAR WARS GAMES: A NEW HOPE • 96

Star Wars: Episode One games have had a pretty bad rap so far, but the next wave look set to be pretty special. We take a long hard look at the next batch from LucasArts including the Vigilante 8-like Demolition and two fantastic PS2 games, the Crash Team Racing-esque Super Bombad Racing and the awesome Starfighter. Check out the screenshots we have and be careful when your jaw hits the floor.



PS2 SURVIVOR • 42

Someone had to jump on the bandwagon while the concept was hot, so it might as well be us. Two teams of PlayStation stars on a desert island. Who will remain around after you've voted them off? Who will still exist on the new system? For the next few months we'll be examining your letters and e-mails to see who are the most popular characters, who sucks, who's great and who should be kicked out of the world of PlayStation forever.



DUDE, YOU'RE SO HARDCORE • 60

The games, gadgets, people, events, movies, videos, DVDs and TV shows that the true hardcore gamer is excited about. We want to know what you're into and then tell the world. Celebrate your hardcore gaming nature...e-mail us your desires.

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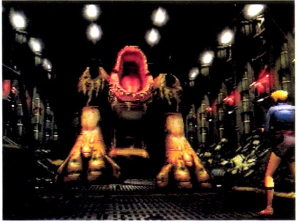

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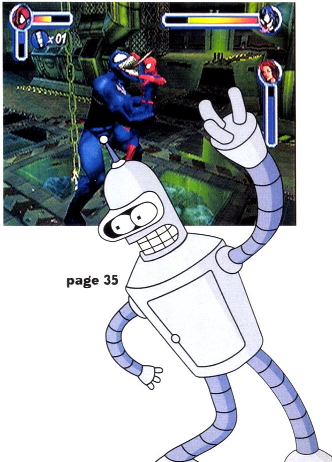

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PC CD ROM

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DARKWORKS GAME DEVELOPMENT STUDIO

INFOGRAMES

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THE FINAL SCORE

●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is average and 5 is superb. Get it?

Virtual Dreams

Whatever happened to virtual reality? Back in the early 90s, when processor chip technology was really kicking into its hyperbolic curve toward the smaller and more powerful, VR was all anyone could talk about. Just around the corner, we were told, we'd have full-surround headset video, tactile-response controller gloves, and voice recognition and response. And just a few years beyond that would be full-immersion body suits, sensory tanks and neural jacks—all to convince you that, yes, you really are there.

So why is it that the best example of a virtual reality product available to the consumer is that clunky, glitchy, slow, painful robot game at Dave & Busters that still costs something like $5 for a single game? I have in front of me one of the most powerful processors ever created, sitting inside that sexy PS2 box. Why is no one using it to build immersive virtual worlds?

I'm sure peripherals might have something to do with it. When it comes to headsets, the best product available today is Sony's Glasstron, which is a gorgeously hi-tech bit of home electronics that nevertheless falls quite a ways short of full immersion. These snazzy Oakley-looking shades make it seem as though you're looking at a 52-inch TV from six feet away, but that still doesn't make you feel like you're *there*. There isn't even any way to send different signals to each of the two tiny LCD screens—which means no nifty 3D effects. How can you make a product so incredibly cool and then fail to follow through on the geeky details, especially when said product costs over $500?

And what do we have when it comes to new controllers? The situation here is even more dire, I'm afraid. Not counting Nintendo's "Power Glove" (which hardly bears mention), the only other even remotely VR-like controller that's hit store shelves is Reality Quest's imaginatively named Glove, which was awkward and overpriced. (I'd tell you to go to www.theglove.com to check it out, but the company—now jauntily known as RQ Interactive—has removed all references to the product save one, a brief blurb in their history section. That should pretty much tell you all you need to know about that.) There was some talk awhile back about a sort of headband that was supposed to read brainwaves for simple either/or commands, but that ambitious project seems to have fizzled.

And the state of voice recognition today is a joke. Check out this recent exchange between one editor of our sister magazine *Electronic Gaming Monthly* and the supposedly voice-recognizing Dreamcast game Seaman:

EGM: Who created you?
Seaman: I'm a freak? Well, at least I'm not covered with hair like you, Sasquatch.

EGM: Who are you calling Sasquatch?
Seaman: What do you want?

Err... Right. And PC-based voice recognition software—the kind of stuff that costs upwards of $100—isn't much better. Even with hours of intensive training sessions you still need to speak slowly, repeat yourself often, and finally chuck the headset out the window and type it yourself because it's quicker. My dad got one of these programs, and after a number of sessions where the software was supposed to learn his voice, he proceeded to compose an e-mail to my sister. When she got the note, she was so alarmed by the nonsense on her screen that she immediately called the paramedics, thinking Dad had had a stroke. (OK, that didn't actually happen, but she did think about it.)

Obviously, with these elements so primitive, the really high-end stuff like sense tanks and neural shunts are pipe dreams in the minds of technophiles like myself. Until then, I guess I'll have to be happy with playing TimeSplitters on my Glasstron. Or I would be, if TimeSplitters were out yet and I could afford a Glasstron. Maybe I'll just go read a book instead. I've been meaning to finish Tad Williams' next Otherland novel—it's about virtual reality.

Guess that's the closest I'm going to get.

Joe Rybicki
Reviews Editor

MEET THE CRITICS

JOHN DAVISON

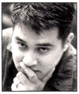
John now has a weird scar on his right index finger caused by excessive Track & Field playing. This is accompanied by a strained elbow, a bruised knee and damaged vocal chords. All caused by the same game. It's great.

FAVORITE GENRES: Racing, Action, Adventure, Javelin Throw
CURRENT FAVORITES: SSX, Int'l Track & Field, Star Trek Invasion
CAN'T WAIT FOR: MGS2, Z.O.E, Gran Turismo 2000

JOE RYBICKI

The PS2 games have started to trickle in, and Joe's been spending much of his free time representing Kenya in Track & Field. His proudest achievement: beating Todd in the excruciating 100m Freestyle Swimming competition.

FAVORITE GENRES: Adventure, RPG, Puzzle, Javelin Throw
CURRENT FAVORITES: Int'l Track & Field, SSX, Smuggler's Run, Roger Clyne & The Peacemakers
CAN'T WAIT FOR: Z.O.E, MGS2



GARY STEINMAN

Gary put aside his charming grumpiness for one day in order to celebrate his one-year anniversary with his lovely wife Michele. The *OPM* staff is still amazed that someone actually chose to be with him.

FAVORITE GENRES: RPG, Adventure, Action
CURRENT FAVORITES: SSX, Crash Bash, Chrono Cross
CAN'T WAIT FOR: TimeSplitters, Final Fantasy IX, Lunar 2

CHRIS BAKER

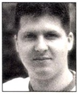
C-Bake never got a chance to flaunt his International Track & Field skills as much as the rest of the staff. Instead, he became *OPM*'s errand boy, spending much of his time at Toshi Station picking up some power converters.

FAVORITE GENRES: Action, RPG, Adventure, Sports
CURRENT FAVORITES: Spider-Man, Dynasty Warriors 2
CAN'T WAIT FOR: Madden on PS2, Dynasty Warriors 2 (in English)

TODD ZUNIGA

A swimmer of nearly otherworldly accomplishment (and who can resist the French-flag Speedos?), Todd finally lost his first competition to Rybicki because he started munching on a croissant on the last leg of the race.

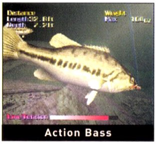
FAVORITE GENRES: Sports, Extreme Sports, 100m Freestyle
CURRENT FAVORITES: Madden & NHL PS2, Nomar Garciaparra
CAN'T WAIT FOR: Tony Hawk 2, FIFA, SmackDown! 2



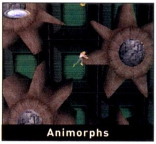
SAM KENNEDY

Sam hasn't joined in on any of the Track & Field madness this month because he usually doesn't like games like that. And because Zuniga always yells whenever he wins. Instead, Sam's been playing a lot of Crash Bash.

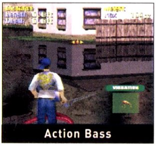
FAVORITE GENRES: Action, Adventure, RPG
CURRENT FAVORITES: FFIX, Crash Bash, TimeSplitters
CAN'T WAIT FOR: Silpheed, The Bouncer, Onimusha



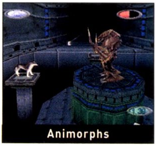
Action Bass



Animorphs



Action Bass



Animorphs

Action Bass

Publisher Take Two
Developer Syscom Entertainment
Web Site www.take2games.com

As a $10 arcade fishing game for the PlayStation, this isn't too bad. Initially, I was a bit underwhelmed by the lack of options and abilities, but ease of gameplay made me stick with it, and I'm guessing it might do the same for you.

Compared to other fishing games on the market, Action Bass actually features some pretty good graphics. From both the in- and out-of-water perspectives things look good, and the fish themselves look realistic.

The fishing is very straightforward and simple—perhaps a bit too simple. You aren't given much in terms of mobility, so the only variable for keeping the game fresh is the different forms of bait.

Where the game seems to really falter is in its challenge. It's not very difficult to get a fish to bite, and it's even easier to keep a fish hooked. In fact, as long as you can keep your meter hanging a little below the line breaking point, it's a almost a given that you've caught your fish. There is a timed mode, but it's the time, not the fish, that creates the difficulty.

But when it comes down to it, the super-cheap price makes it easy to recommend Action Bass to either hardcore fishing game fans who are looking for a new fishing game fix, or to casual fishing fans who aren't looking for the complexity of a game like Bass Landing. For 10 bucks, even a weak game is worth a look.

Final Score ●●

Sam Kennedy

Players: 1
Memory Card: 1 block

Animorphs: Shattered Reality

Publisher Infogrames
Developer Singletrac Studios
Web Site www.us.infogrames.com

I'll admit it: I wasn't looking forward to reviewing this one. Another lousy licensed kiddie game, I thought. Thank goodness, I was wrong.

Shattered Reality takes **all the old-school platforming clichés** and strings them together to create a highly derivative game. Moving platforms, breakaway platforms and swinging platforms; impossible leaps among tree branches, cliff faces and towering buildings; sliding blocks that threaten to push you off the edge of the world; enormous pistons that can easily crush a clumsy player—it's all in there. Interspersed among the run-and-jump levels are a handful of equally derivative "on-rails" flying levels. Heck, you even get an extra life after collecting 100 "A" coins.

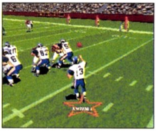
Sounds uninspired, to be sure. But in this case, the result is much greater than the sum of its parts. Longtime gamers will get a kick out of seeing elements of bygone platformers brought to life once again. And younger players (which are the target audience) will easily take to the **simple, straightforward gameplay**.

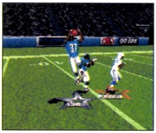
Despite its silly license, Shattered Reality is quite fun and a decent challenge. Still, I can't recommend it as anything more than a rental, as it's so darn short (I breezed through the game's eight levels in about five hours). Not a bad diversion, but not long enough to warrant a purchase.

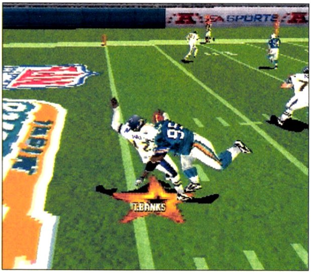
Final Score ●●◖

Gary Steinman

Players: 1
Memory Card: 1 block







Madden NFL 2001

The finest football game ever stomps the competition

Publisher EA Sports
Developer EA Sports
Web Site www.easports.com

NFL football is not an intricately engineered DNA strand. It is not a straight line. It's helter-skelter, smashmouth action where, literally, anything can happen. Fumbles occur in key situations, kickers miss 21-yard field goals to lose games, kick-off returners narrowly avoid 15-yard losses before spinning away and turning less-than-nothing into a 99-yard touchdown. So, why do I mention these in-game events? Because Madden NFL 2001, more than any other football game in console history, translates the radical, anything-can-happen-at-absolutely-any-time attitude of the NFL into the best football video game in history. **It's even arguable that this is the best PlayStation game ever.**

Madden has always been a game with tons of detail, so it should come as no surprise that, once again, the bar has been raised. The **player sizes are more varied and accurate than last year**, the players sport elbow pads and those silly things behind their helmets to protect their necks, and the player physics feel natural.

There are a few menial negatives, but, trust me, they're nitpicking. First, it's rare when being called for pass interference that the receiver goes down, even if you hit him full on. Also, diving players go way too far, like they're being shot from a cannon. There is also some suspect tackling AI on special teams. None of these things really take away from the brilliance of this game.

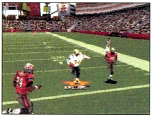
Ultimately, Madden manages to make a simulation-style game that is, thankfully, all about risk/reward. If you want to stop a power running back behind the line of scrimmage you have to decide (quickly) if diving headlong is worth giving up a big play if you happen to get juked or simply miss. Want to throw the deep ball? Better make sure you pick the right match-up since defensive backs now make interceptions they should have been making years ago.

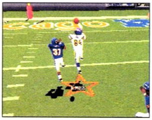
More than ever, **EA Sports has kept its promise with Madden 2001**: If it's in the game, it is definitely in *this* game.

Final Score ●●●●●

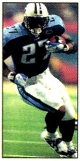
Todd Zuniga

Players: 1-8
Memory Card: 1-9 bl.



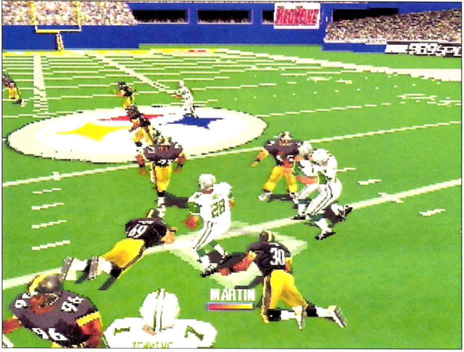


Madden NFL 2001



Tennessee Titan's halfback Eddie George is the newest to grace Madden's cover. This pro-bowler just inked a contract that put him in the NFL's financial elite.

New Play Modes	Offers a sweet Two-Minute Drill, which is perfect for party-style play
Camera Angles	Nine; though Madden Classic is all the camera angle you need for a perfect view
Player Models	Much smaller players, but these guys feel just right. Moves are fluent and just plain natural all around
Passing Routes	Plenty of 'em, and they're adjustable at the line of scrimmage which adds one more level of strategy
Special Moves	The juke, the spin-move and the hurdle can all make a difference on 'O' and strip and swat add a new defensive element
Celebrations	Timely and realistic; if you score a touchdown, get a sack, knock down a pass: celebrate all you want



NFL GameDay 2001

This gridiron effort never makes it to the end zone

Publisher 989 Sports
Developer Red Zone Interactive
Web Site www.989sports.com

True story: I'm playing GameDay and my CPU opponent catches a pass at the sideline. My defender, going for the pick, misses both the ball and a chance to tackle the receiver. This should be a pretty exciting moment in the game, but it's not. Why? Well, the wide-out begins tip-toeing down the sideline, narrowly staying in bounds while keeping his balance. Seconds later, 35 yards downfield (still tip-toeing!), my d-back puts a shoulder in him, but he sheds the tackle...and continues to tip-toe! Come on! You're killing me.

The above is an illustration of a game best described as sloppy. But the sloppiness doesn't bother me as much as the fact that it isn't fun.

As far as the gameplay goes, **offense is a study in anger management**. Running the ball isn't advised if you've got a heart condition. Would-be tacklers shed blockers too quickly and without giving the runner a chance to react. Even the Terrell Davises and the Edgerrin Jameses of the world won't have an easy time hitting the slim holes. There are also problems with the receiving. The targets are either wide-frickin'-open or double-teamed by the time the ball arrives. This is, in part, because all of **the receivers are running pretty much the same routes**. Where's the variety? And forget about catching a jump ball. All you'll get for your effort is an annoyingly repetitious "Uhh!" and a tipped, incomplete pass. Oh, and you can also forget about taking control of your receiver to run a good route—that's the easiest way to watch the pigskin flutter by, uncaught.

Finally, **this celebration crap has to go**. Why, after an overthrow on 4th and 19 for a game-ending incompletion, is my QB dancing the funky chicken because I accidentally pressed the triangle button?

In the end, there's no reason to play this over Madden.

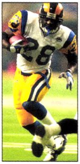
Final Score ●●◖

Todd Zuniga

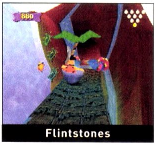
Players: 1-8
Memory Card: 1-16 bl.

NFL GameDay 2001

Doesn't bother giving any extras outside of a practice mode	**New Play Modes**
4; but not one stands out. The Multi-Player puts you so far away from the action	**Camera Angles**
Bigger isn't necessarily better, these models are herky-jerky and don't offer a great deal of realism	**Player Models**
Ridiculously similar no matter what play you're calling, really a huge weakness	**Passing Routes**
Initiating the double-tap for special moves is good, but the moves take too long to execute and look like they're happening on ice	**Special Moves**
Ridiculous to the point where if it happened for real, big sweaty men would eat you alive	**Celebrations**

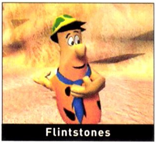


No more Terrell Davis for GameDay. They've nabbed do-it-all Super Bowl Champ running back Marshall Faulk from the St. Louis Rams.



Flintstones

Lego Rock Raiders



Flintstones

Lego Rock Raiders

Flintstones Bedrock Bowling

Publisher SouthPeak Interactive
Developer Adrenalin Entertainment
Web Site www.southpeak.com

So this is how they bowl in Bedrock? It's certainly not anything like the bowling we're used to. But that's OK, provided you're five years old and a **mind-numbingly elemental gameplay** experience can hold your attention. Because there's really little involved in order to meet this game's objectives. This is, after all, one of the few games for the PlayStation in which you can put the controller down, walk away, and still earn an average score at the end of the level.

Graphically, Bedrock Bowling is pretty average, but it has some occasional pop-up that can get annoying. The levels themselves are pretty bland, but there are occasional dinos and other creatures that you'll come across. In terms of sound, the voices are spot-on to the television show, but that's about the only thing that stands out.

The thing that gets to me about Bedrock Bowling is that **the basic strategy of bowling—knocking down as many pins as possible in one shot—is nonexistent in the game**. Instead, the objective is to knock down occasional single pins in each lane (a lane being a track through Bedrock). It's too bad, because something more like real bowling would have worked really well in this game. At least, I'm sure it would have been a lot more exciting than what I just played.

Final Score ●

Sam Kennedy

Players: 1-4
Memory Card: 2 blocks

Lego Rock Raiders

Publisher Lego Media
Developer Data Design Interactive
Web Site www.legomedia.com

When I first saw this game at a Lego press event back in April 1999, I was shown a barren level with a few vehicles in it, and told that this is merely an example of the game's engine in action. When Rock Raiders is released, they claimed, it'll look much more refined, and have tons of great gameplay thrown in.

Well, it's 18 months later, and the game looks exactly like it did at that event. So just what did Data Design do in all that time? Not much, apparently. They levels continue to be the eyesores they were back then. And the gameplay? ***Oy vey, what a mess!*** You guide a teensy Rock Raider through alien landscapes, searching for green crystals, occasionally rescuing stranded Lego people. Sounds kinda fun, right? Nope. It's so poorly executed, so boring, that **it'd make even Zack the Lego Maniac consider switching to Lincoln Logs**. And there isn't even a save function! After each level, you have to jot down an enormous 22-character password. Yeesh.

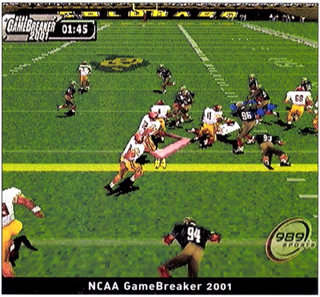
So are there any redeeming qualities in Rock Raiders? Um, the music is kinda funky in a trance-inducing way—but that may not be a good thing when the game already functions as a sleeping aid. Hmmm, let's see...the game makes nice use of the Dual Shock's rumble feature.

Then again, shock therapy also gives you a good jolt—but I wouldn't recommend that to anyone either.

Final Score ●

Gary Steinman

Players: 1-2
Memory Card: N/A



NCAA GameBreaker 2001

NCAA GameBreaker 2001

Publisher Sony CEA
Developer 989 Studios/RedZone
Web Site www.playstation.com

There were 58 seconds left in the game. Up by only a point, I was a bit worried when my computer opponent had a first down with three timeouts at my 35-yard line. "Aw, crap," I thought. "That's plenty of time for them to get into easy field goal range and win." But for some reason, the computer felt content to try the 52-yard field goal. Let's take a closer look at the situation, shall we? It's FIRST DOWN with ALMOST A MINUTE TO GO, ALL TIMEOUTS REMAINING and 52 YARDS FOR A FIELD GOAL! And the computer attempts the kick. That's not exactly a move that Bobby Bowden or Lou Holtz would advise. Needless to say, the ball fell well short of the crossbars and I held on to win.

It may seem a bit harsh to focus so heavily on one specific instance like that, but such **oddities abound in NCAA GameBreaker 2001**. Of course, there was also the time that the computer punted on fourth and one when they were down by three points with one minute left. Or the time when the bounce of a short kickoff more than doubled the ball's initial trajectory. Or the way a punt with a hangtime of four seconds yields a 25-yard shank (in reality, a blast like that will go *at least* 40). Get the idea?

Aside from those picky little bugs, though, GB2001 holds its own as **a decent college football simulation**—but that's about all I can say for it. Essentially, it's the exact same game as last year, the most noticeable change being a play selection screen without the annoying super-large play in the center. Keith Jackson returns to announce, and whoa Nellie, are his repetitive phrases as annoying as ever! If you're playing a season, you might tire of his play-by-play after a game or two and try to turn him off—but you can't. For some reason, once you load up a season, you're unable to adjust options like that.

Still, you'll get **an OK game of football** every time you boot up GB2001. Unless you rely upon the sure-fire money plays, you're in for a satisfactory challenge. On the other hand, it's nothing you won't find in EA's NCAA Football 2001—not nearly as deep either. Let's hope the PS2's GB2001 proves better.

Final Score ● ● ◖
Chris Baker

EVERYONE E
Players: 1-2
Memory Card: 4 blocks

03:49
05.6
989 Sports

NCAA GameBreaker 2001

00:54
21
41
1ST AND GOAL
:14

NCAA GameBreaker 2001

Parasite Eve II

Mutated mitochondria make for a mean adventure

Publisher Square EA
Developer Squaresoft
Web Site www.squaresoft.com

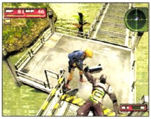
Let's get one thing straight right from the start: Parasite Eve II is not a Resident Evil clone. OK, sure, it does bear some resemblance to RE...just like every side-scrolling platform game bears some resemblance to Super Mario Bros., just like every 3D fighting game bears some resemblance to Virtua Fighter. Resident Evil paved the way for the explosion of the "survival horror" genre, and so there are certain features that most games in this category will share.

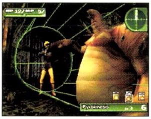
I say all this so that you'll understand that PE2 should be judged on its own merits as a unique adventure game, not by how closely it resembles any other title. When you do so, you'll find that this is one excellent game.

The story begins three years after the events of the first Parasite Eve. Our heroine, Aya Brea, has moved from the NYPD to a higher calling: the Mitochondria Investigation and Suppression Team, or M.I.S.T. Based in Los Angeles, M.I.S.T. is an organization devoted to hunting down and eliminating remnants of the New York-based mitochondrial uprising, which turned much of the city into piles of living, pulsing goo and gave birth to a superhuman uber-being named Eve.

A sudden surge in neo-mitochondria creatures (NMCs) prompts M.I.S.T. to send Aya into the Mojave Desert to investigate, and that's as much of the story as I'm going to tell you. But suffice it to say that **there *is* a real story**—not surprising since the PE series is based on a Japanese sci-fi novel of the same name—and while it's certainly not going to win the Pulitzer prize for fiction, it's solid enough to keep you interested.

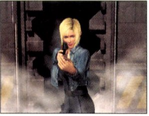
The game itself sports **a bunch of improvements over the original, which translate into contributions to the genre as a whole.** The engine is extremely tight, with minimal load times that belie the incredible graphics. Environments are even more lush and realistic than in the original, and this time the areas include animated





elements that help avoid the sterile, static feel of the earlier RE games. Firelight will flicker off Aya and her surroundings, pools of water ripple smoothly and reflect elements of the environment, fog swirls convincingly around a freezing room... they're little touches, sure, but they make a world of difference when it comes to realism. And when you consider the nice variety of settings in the game, **PE2 rates exceptionally high in terms of visuals**.

OK, I know you're itching to hear about the new and improved battle system. I'm happy to say that I'm extremely pleased with it. The lock-on targeting is a nice compensation for the awkward, RE-style controls (though the



K.MADIGAN
So you're one of those MIST Hunters, right?

auto-face can make dodging projectile attacks more difficult than it should be), and the addition of little touches—like the ability to shake out of an enemy's grip or to shake off the effects of a spell—makes it surprisingly interactive. Plus, a fair variety of enemies helps keep things interesting. Overall, **the real-time lock-on system allows for a higher action level**, which is nicely balanced by the more strategic use of Aya's spells, based on "Parasite Energy."

I have only two really fundamental complaints with the game, though. First, it's pretty short, **clocking in at around 10 or so hours of playtime** (that's not counting replaying sections after dying, and similar embarrassing activities). That's not bad for an RE-style adventure game, but way on the short side for an RPG. You can derive more playtime, however, from playing new modes that open upon completion.

Plus, you'll most likely want to replay the game anyway, because of an odd story feature that's the source of my other major complaint: There are several branching points in the game that determine whether you earn a good, normal or bad ending, but—get this—there's absolutely **no way to know of these key events beforehand** without checking a hint book. One example is in fighting the first real boss: If you don't beat him within three minutes, you can't earn the best ending. But there's no indication that you need to beat him quickly, no timer, *nada*. If you ask me, that's just silly. Sure, it may drive me to play through the game again, but it'll also frustrate the hell out of me if I find out at the end that I missed just one random event and hence will be treated to the same ambiguous anti-ending.

To be fair, it gets a hell of a lot easier to play through the game once you know exactly where you're going—and have access to better weapons—but it's still annoying.

This doesn't, however, seriously mar what is an otherwise exceptionally solid game. While hardcore RPGers may find the game a bit shallow, adventure fans will find plenty to love.

Final Score ●●●●◖

Joe Rybicki

MATURE M CONTENT RATED BY ESRB **Players: 1-2**
Memory Card: 1 block

PRESENT ARMS

Aya starts off with the fast-but-weak M93R. A good fallback.

The MP5A5 holds 30 bullets, but is the weakest gun by far.

The P08 is weak, slow, and has a small clip. Don't bother.

The PA3 is too slow and holds too few rounds to be of use...

...but the AS12 holds plenty, and loads more quickly, too.

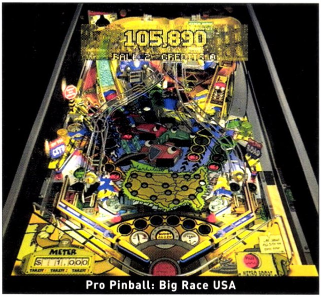
You'll mostly want the mediocre M4A1 for its optional attachments:

Bayonet: Weak, slow, and pointless unless you're out of ammo.

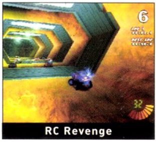
Grenade Launcher: Sadly, it's slower than the grenade pistol.

Pyke Attachment: A small flamethrower. Now we're talkin'.

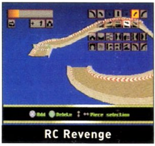
The Grenade Pistol is the most powerful weapon in the game.



Pro Pinball: Big Race USA



RC Revenge



RC Revenge

Pro Pinball: Big Race USA

Publisher Empire Interactive
Developer Cunning Developments
Web Site www.propinball.com

Although lacking the physical and mechanical feel of a real table, the Pro Pinball games do manage to **capture the ambience of this dying pastime**. You only get one table with each disc, but those discs are pretty damn cheap, and you get a more than adequate representation with all the requisite bells, whistles, bings, boings, dings and whirrs. The balls "feel" the way you'd expect them to, and Big Race USA does have a certain innocent charm.

Final Score ●●●◖

John Davison

EVERYONE E CONTENT RATED BY ESRB **Players: 1-4**
Memory Card: 1 block

RC Revenge

Publisher Acclaim
Developer Acclaim Cheltenham
Web Site www.acclaim.com

Half way through Re-Volt 2's development cycle, Acclaim decided to rename the game RC Revenge, so as to distance the new product from the former failure. And it's a good thing they did. RC Revenge has shaped up to be **a great Kart-style racer** that will surely surprise those who play it.

The game's developer (not the same as Re-Volt's), have made lots of additions (such as levels in which you race boats) and have focused on some of the issues that plagued the first (such as framerate). They've also put together a graphically impressive game. Environments have lots of detail and the game often dishes out some great effects. The camera works really nicely, too. There are times when it'll pull down closer to the ground to give a great sense of speed. The music is also quite good.

If there's one thing that I really loved about RC Revenge, it's the control: It's perfect, especially with analog. **Everywhere your thumb goes, your vehicle follows, instantly.** The power slides are neat, too.

The game also features a track editor feature which is a lot of fun to mess around with (more games need to have stuff like this!).

RC Revenge doesn't come without some flaws and irritations, but none diminish the fact that this is simply a really fun game to play.

Final Score ●●●◖

Sam Kennedy

EVERYONE E CONTENT RATED BY ESRB **Players: 1-2**
Memory Card: 1 block

Pro Pinball: Fantastic Journey

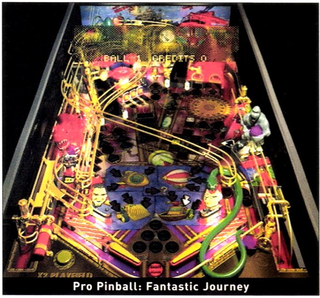
Publisher Empire Interactive
Developer Cunning Developments
Web Site www.propinball.com

As with Big Race USA, Fantastic Journey is a pretty accurate simulation of a single table. **Everything works the way you think it should**: the ball physics is believable, flippers and stuff make all the right noises and the artwork is top-notch. The sound is worthy of note too...the music is absolutely dire, but the Dolby Surround encoding really makes a big difference if you hook your PlayStation up to a good stereo. Not bad for the price.

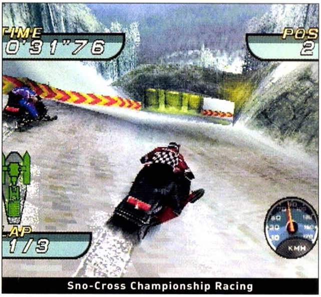
Final Score ●●●◖

John Davison

EVERYONE E CONTENT RATED BY ESRB **Players: 1-4**
Memory Card: 1 block



Pro Pinball: Fantastic Journey



Sno-Cross Championship Racing

But enough about us...

What do *you* think?

Do you think we were way off on one of our reviews this month? Do you feel like you noticed elements of the game that we missed? Well, here's your chance to sound off! Send us your own reviews of any current game at **opm@ziffdavis.com** *with the subject line "Reader Review" and you may see your own opinions in print. Remember, we're looking for reviews of the games—critiques of our own reviews will be noted but not considered for print. So there.*

Sno-Cross Championship Racing

Publisher Crave
Developer Unique Design Studio
Web Site www.cravegames.com

I can't tell you how much Sno-Cross captures the realism of snowmobiling. The roar of the engine beneath you...the frigid environments...the lack of any kind of meaningful control over your vehicle...the inability to see more than 10 feet in front of your face due to the fact that you're travelling faster than the environment can be drawn...the invisible walls that bounce you back onto the arbitrary course during jumps...the horribly ugly and remarkably square Triscuits of snow that spurt up behind your snowmobile, obliterating all vision... In short, **I can't tell you how much Sno-Cross captures the realism of snowmobiling because, well, it doesn't**.

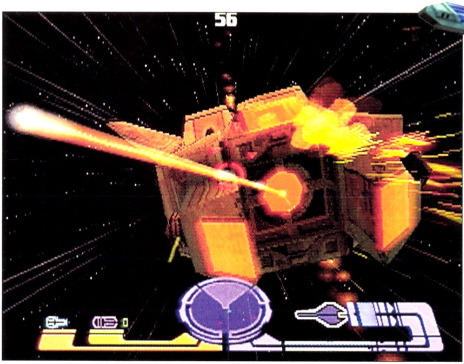
To be fair, this game may actually appeal to real-life snowmobilers due to the fact that it's as hard to control the game as it is to control a heavy, powerful snowmobile—if not harder. This makes it **a much more challenging game than Sled Storm**, the only other game in the genre on the PS. But let's remember, folks, realism is fine as long as the game's still *fun*. And let me tell you, this ain't it.

Other problems include a frustrating cash shortage when it comes to upgrading your ride; ugly, grainy graphics; and spots of slowdown. While the track editor may be one of the best anywhere, it's not enough to save this from the rental bin.

Final Score ● ◖

Joe Rybicki

EVERYONE E ESRB **Players: 1-2**
Memory Card: 1 block



Star Trek: Invasion

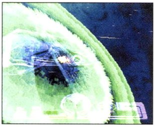
Colony Trek

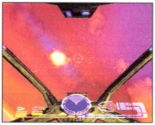
Publisher Activision
Developer Warthog
Web Site www.activision.com

Imagine one of the Colony Wars games. Got that? Right...now imagine the same thing, only Star Trekify it. It seems a bit off-kilter at first—after all, when do you ever see fighters in Star Trek? But after a while, you settle in and the imagery and vibe of the game reveals itself to be very *Next Generationy* (if that's an accepted expression). The basic premise is this: you're a young whippersnapper of a Starfleet fighter pilot stationed on a carrier ship commanded by Worf. As ever, the enigmatic Klingon is voiced by Michael Dorn, who in this particular case sounds like he's doing nothing more than reading his lines for the pay check. You want charisma? Try listening to paint dry.

Combat is fundamentally just tried-and-tested Colony Wars fare. There are two basic kinds of mission: outer space and atmospheric. In each case the objectives are pretty specific. Shoot at fighters, wipe out the bad guys, occasionally grab stuff with your tractor beam and in some instances, protect other, larger vehicles. As you progress, your Valkyrie fighter is developed into a much meaner vehicle as various bits are bolted onto it, making it tougher for the bad guys to kick your ass.

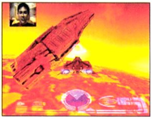
Speaking of bad guys, and indeed of getting your ass kicked, there's plenty of both for you to contend with in Invasion. You'll go up against the Borg, Romulans, Cardassians and newbies the Kam'Jahtae, each displaying a vigor for using small fighter craft that has never been displayed in *Next Generation*, *DS9* or *Voyager*. The Borg are a particularly nasty bunch, and it is they that are the initial crux of the story. As the action begins, a vast fleet of Borg cubes are cruising nonchalantly toward Earth (Sector 001) laying waste to everything in their path. While trying to piece together an armada with which to repel this threat, Worf and Captain Picard (with Patrick Stewart's voice making a brief cameo) stumble across a

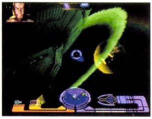




SPOT THE DIFFERENCE

STAR TREK: INVASION	COLONY WARS SERIES
3D space action game	3D space action games
Small fighter-based combat	Small fighter-based combat
Excellent graphics and sound	Excellent graphics and sound
Variety of atmospheric and deep space missions	Variety of atmospheric and deep space missions
New, made-up alien race specifically designed to be bad-ass bad guys	New, made-up alien race specifically designed to be bad-ass bad guys
Filled with lots of juicy Star Trekkie goodness	No Star Trekkie goodness whatsoever. Not even a sniff of it





series of problems that lead them to the Kam'Jahtae. **It's all remarkably intriguing stuff** actually, and if you're a diehard Trekkie, you will find yourself wanting to see how the story develops. Obviously you'll be mocking the flagrant disregard for Starfleet convention (since when are there any "single fighter wiping out huge fleets of bad guys" situations in Star Trek?) at the same time...but by the time you take on the Borg cube later in the game, you will want to know what the flip is going on. You'll also probably be throwing your joypad at things in frustration too. **This game is Tough. And yes, that's with a capital T**. Easy mode only gives you half the game, but will still challenge inexperienced players. The normal setting is tough as old boots, and the highest level is really quite spectacularly difficult. (At least you'll get plenty of playing time out of it.) Ships seem to take hundreds of hits before you wear their shields down, and the AI for the enemy pilots seems to get seriously smart as they duck and weave around to evade your assault.

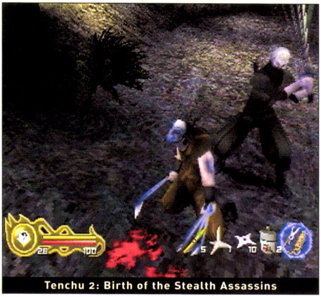
As you can see from the screen shots, graphically it's a beaut—but what we can't convey here is how great the whole thing sounds. All of the classic Star Trek sounds are presented in glorious stereo, accompanied by a particularly rousing orchestral score.

For space-combat fans, this is a great game. For Trekkies, it's a must-buy. Where else will you learn what a Borg fighter drone looks like? Or what a Romulan fighter ship is capable of? Or indeed, how a whole new race can be seamlessly spliced into the Star Trek universe and establish itself as a formidable foe? Great stuff.

Final Score ●●●●◖

John Davison

TEEN T
Players: 1-2
Memory Card: 1 block



Tenchu 2: Birth of the Stealth Assassins

Vampire Hunter D

Vampire Hunter D

Tenchu 2: Birth of the Stealth Assassins

Publisher Activision
Developer Acquire
Web Site www.activision.com

The original Tenchu was held in high regard by many gamers, due largely to the fact that it released shortly before Metal Gear Solid. As the first true PlayStation sneak-'em-up, Tenchu gained a cult following despite its numerous problems.

Tenchu 2 is bigger, bolder and bloodier than its predecessor—but is it also a good game? Yes and no.

Birth of the Stealth Assassins offers **a much wider variety of missions and moves, with an excellent story and solid voice acting to boot**. Like the original game, Tenchu 2 rewards you heavily for stealth. You'll spend much of your time lurking in the shadows, crouching behind boxes, pressed against walls, peeking around corners, even swimming through underwater areas. It's a difficult game, and one that requires as much patience as skill. But it's also extremely satisfying to sneak up on a rival and trigger one of the numerous stealth kill animations, or to get through an entire level without once being spotted. Also noteworthy is a robust level editor that lets you create your own detailed missions.

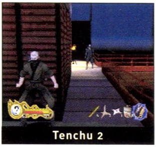
So what's wrong with Tenchu 2? Quite a bit. Graphics suffer from polygon deformation, seaming, pop up and other nasty defects. The draw distance continues to be a problem, as **you can barely see more than a few feet in front of you, even in the daylight**. Control is no treat, either; try sneaking up on an enemy, for example, and you risk nudging him into awareness rather than executing a stealth kill. And then there's the gimpy fighting engine, which is a real hassle during the boss battles. **Due to the spastic control and the jumpy camera, you'll get whacked by these bosses far too many times.** To top it off, there's no save point between the missions and the bosses, which means you'll have to struggle through entire long levels again and again. That's just poor game design.

While buggy, sloppy and frustrating, Tenchu 2 is still a unique, enjoyable experience. If some of the problems were fixed, this game would rate much higher. Life may be cheap when you're a ninja—I only wish the gameplay wasn't equally as cheap.

Final Score ●●●

Gary Steinman

TEEN T
Players: 1
Memory Card: 1 block



Tenchu 2

Tenchu 2

Vampire Hunter D

Publisher Jaleco
Developer Victor Interactive
Web Site www.jaleco.com

Fans of wandering aimlessly should salivate heavily over Vampire Hunter D. At several points during the anime-inspired survival horror adventure, you'll find yourself thinking, "Now, *what* exactly am I supposed to do next?" As you tediously search every room of every floor (often more than once), it sometimes gets so bad that **much of your game time consists of pure cluelessness**. In fact, at least four of the 10-plus hours I spent wandering the castle halls were spent not knowing my next destination. How hard would it have been to add a marking to your map as with Silent Hill in the past?

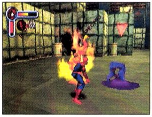
Another major fault of VHD lies in its battle system, which, when coupled with annoyingly variant camera angles, becomes quite difficult to master. Meanwhile, enemies that reappear whenever you return to a room and a poorly implemented menu management system only add to the urge to throw your controller.

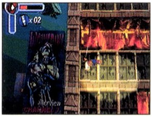
Despite its imperfections, though, VHD boasts **a good story and at least a hint of innovation:** A living being on its own, D's carnivorous left hand can devour enemies and use the digested being's life force to recover D's wounds or inflict damage to antagonists. Also, the ability to jump makes for a simple-yet-cool addition to survival horror. But there's still not enough to spend your time with. Stick with the anime.

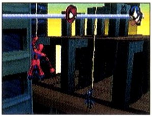
Final Score ●●

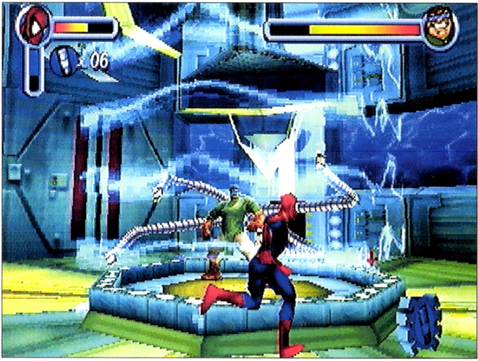
Chris Baker

TEEN T
Players: 1
Memory Card: 1 block









Spider-Man

Perfecting the superhero video game

Publisher Activision
Developer Neversoft
Web Site www.activision.com

Superheroes and good PlayStation games—two things that just don't seem to go together well. Outside of the occasional fighting game (in which we somehow actually see brawls between good guys like Captain America and Iron Man as making sense), the "best" action titles starring spandexed crusaders have included The Fantastic Four, The Incredible Hulk, Spawn and Batman and Robin. 'Nuff said.

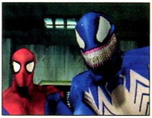
But finally, in the waning days of our beloved gray box, a game has come along to put the "super" in superhero. And it's not just good—it's every bit as "amazing" and "spectacular" as its iconic star.

Spider-Man epitomizes everything that superhero games of the past have aimed at being, yet have failed at miserably. Just as the classic song goes (as heard in the highly danceable remake included in the game), the wall-crawler truly can do whatever a spider can. **Any major power of his depicted in the classic comic book series comes to life** whenever you choose to use it—crawling on walls, slinging from building to building, picking up heavy objects to throw at enemies, using web fluid in creative ways for both weaponry and defense...you name it.

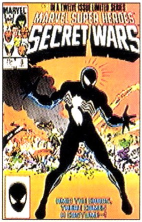
As if the exhilaration of fighting crime like this weren't enough (especially the web-slinging—man, it rocks!), **the action varies itself to such a degree so as never to seem repetitive**. In one level you'll be beating up bad guys left and right, while the next might have you solving a puzzle or escaping from arachnophobic enemies...you'll even do the chasing yourself a few times! Boss battles continue the variety, most of the often-creative skirmishes (see sidebar for the best example) requiring several attempts to master.

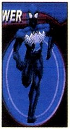
Furthering Spider-Man's greatness, the game's action fits in perfectly with a story that anyone from the most casual Spider-fan to staunchest of fanboys will enjoy. In its interesting premise and frequent laugh-out-loud humor, the web-slinger's tale of heroism **perfectly captures the spirit of the comic** created by Stan Lee and Steve Ditko nearly 40 years ago. Comic book readers should also appreciate the numerous references to the Marvel Universe, ranging from encounters with beloved characters to billboards in the background advertising characters' television appearances.

Aesthetically, the game performs as well as any other out there on the PS these days. **Our webbed hero looks fantastic** as he dukes it out with archrivals like Venom, Doctor Octopus and Carnage. Adding to the experience, ol' Web Head doesn't exactly keep



REPLAYABILITY GALORE





As if Spider-Man didn't already score highly enough in the fun factor department to keep playing even after you've beaten it (and it certainly does), Neversoft has provided several reasons for you to come back. For one thing, the game features many hidden areas with comic book icons just waiting to be picked up. Collecting these provides a great way to learn more about your friendly neighborhood Spider-Man, as each tells the story of a major event in the web-slinger's life. Collect all 32 of them and you'll earn one of the eight additional costumes, another cool thing to seek after you've played through. I won't spoil it by telling you what they are (well, except for the super-sleek black symbiote costume you see to the right—but you probably could have guessed that one, anyway), but several of the new duds grant the wall-crawler not only a suave new look, but also extra powers. And if that's not enough reason for you to come back, even some of the Training modes—especially the ultra-cool Zip-Line Training—can keep you busy for hours in that classic arcadey way. It'll definitely tingle all of those Spider-Senses.

READER REVIEWS

"Koudelka is a strange one. The final boss is a letdown, as are the general run of enemies in the game, and man, are those cut-scenes preachy, objectionably so. I'm looking forward to more action RPGs from these folks, just hopefully without the screaming bigotry."
name withheld

"Battles happen way too often in Legend of Dragoon. You're not playing the game; all you're doing is fighting all the time. I want an RPG, not a fighting game! Plus the graphics aren't so good; it's like you're playing in a fog."
Lyette Michaud
lylou@globetrotter.qc.ca

"I think that you guys underrated Need for Speed: Porsche Unleashed. The Factory Test Drive mode is innovative and fun, the game has great graphics, the Evolution Mode is challenging, the Multi-player is very fun (especially the cop chase), and the test drive is fun (as long as the cops don't catch you!). I think you should have given it a four-disc rating."
ClintonCollision@aol.com

"Grudge Warriors is plagued with problems: slow, unresponsive controls; high difficulty level; glitchy graphics and more. Big fans of Twisted Metal and Tiny Tank might like it, and pick it up for the cheap price tag, but I wouldn't. The $2.50 rental was enough for me."
NtzWild9@aol.com

THE PERFECT BOSS FIGHT

In all my years of playing action games, rarely have I actually stated aloud, "This is so cool!" But the second encounter with Venom in Spider-Man did prompt me to utter such a phrase. Set in a very large square room, Spidey must best his archrival, who appears and disappears at will. But there's more... Venom is likely to reappear at one of the area's four switches, each of which unleashes a flow of water that could drown the wall-crawler's wife Mary Jane, who dangles from a chain. So in addition to watching out for Venom, you also must keep tabs on the switches before your favorite supermodel meets a watery grave. This is what action gaming is all about.

his mouth shut while beating the crap out of an enemy—just like in the comic. He also tends to utter phrases you often feel yourself—on more than one occasion, I actually found myself saying "whoa, whoa, whoa!" right along with Mr. Parker.

If anything holds back Spider-Man from perfection, it's the occasional spotty controls and camera issues common in 3D action games, at times bad enough to cost you a life. **Some might also frown upon the mere six to eight hours it takes to beat the game.** But when it's all said and done, Spider-Man is still the best superhero game of all time—maybe even the best action game of the PS era, period. You'll find yourself booting it up multiple times after beating it, not only to access the better costumes or to find all of the comics (though that's certainly reason enough—see sidebar), but also just because it's so much fun. Even after playing through it twice now, I find myself facing some serious Spidey withdrawal after only a day or two—something I haven't felt about a video game in a long time. If Spider-Man doesn't make a true believer out of you, then nothing else will.

Final Score ●●●●●

Chris Baker

EVERYONE E ESRB

Players: 1
Memory Card: 1 block

Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Akuji the Heartless	Crystal Dynamics	●●●	18
Alexi Lalas International Soccer	Rockstar	●	23
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●	31
Armorines: Project S.W.A.R.M.	Accail	◖	35
Army Men 3D	3DO	●●●	20
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: World War	3DO	●◖	34
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro Interactive	●◖	5
Big Air	Accolade	●◖	20
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blast Radius	Psygnosis	●●●◖	19
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman World	Atlus	●●◖	13
Boombots	Southpeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breath of Fire III	Capcom	●●●◖	9
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Builder's Block	Jaleco	●●●◖	35
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 99	Acclaim	●●	19
Bust-A-Move 4	Natsume	●●●●	17
C: The Contra Adventure	Konami	●◖	12
Caesar's Palace II	Interplay	●●	15
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Castlevania: SotN	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Interactive	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Chessmaster II	Mindscape	●●●◖	23
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dark Omen	Electronic Arts	●●	9
DarkStalkers	Capcom	●●●●	16
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon World	Bandai	●◖	36
Dino Crisis	Capcom	●●●●	25
Disney's Dinosaur	Ubi Soft	●◖	36
Downhill Mountain Bike Racing	Activision	●●◖	27
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	Southpeak	●◖	29
Dune 2000	Electronic Arts	●◖	27
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Frogger	Hasbro Interactive	●●◖	4
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro Interactive	●●	28
Gran Turismo	Sony CEA	●●●●●	9
Gran Turismo 2	Sony CEA	●●●●●	29
Grand Theft Auto	Take 2	●●◖	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
HardBall '99	Accolade	●◖	15
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int. Superstar Soccer '98	Konami	●●●●◖	11
International Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jeopardy!	Hasbro Interactive	●●●●	17
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Killer Loop	Crave	●●●	27
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lode Runner	Natsume	●●◖	4
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Madden NFL 98	EA Sports	●●●●	2

PlayStation
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CONTENT RATED BY
ESRB

From the new “Play as any Skill Receiver” feature, to the tons of new perfectly scaled motion captured animations, we’v

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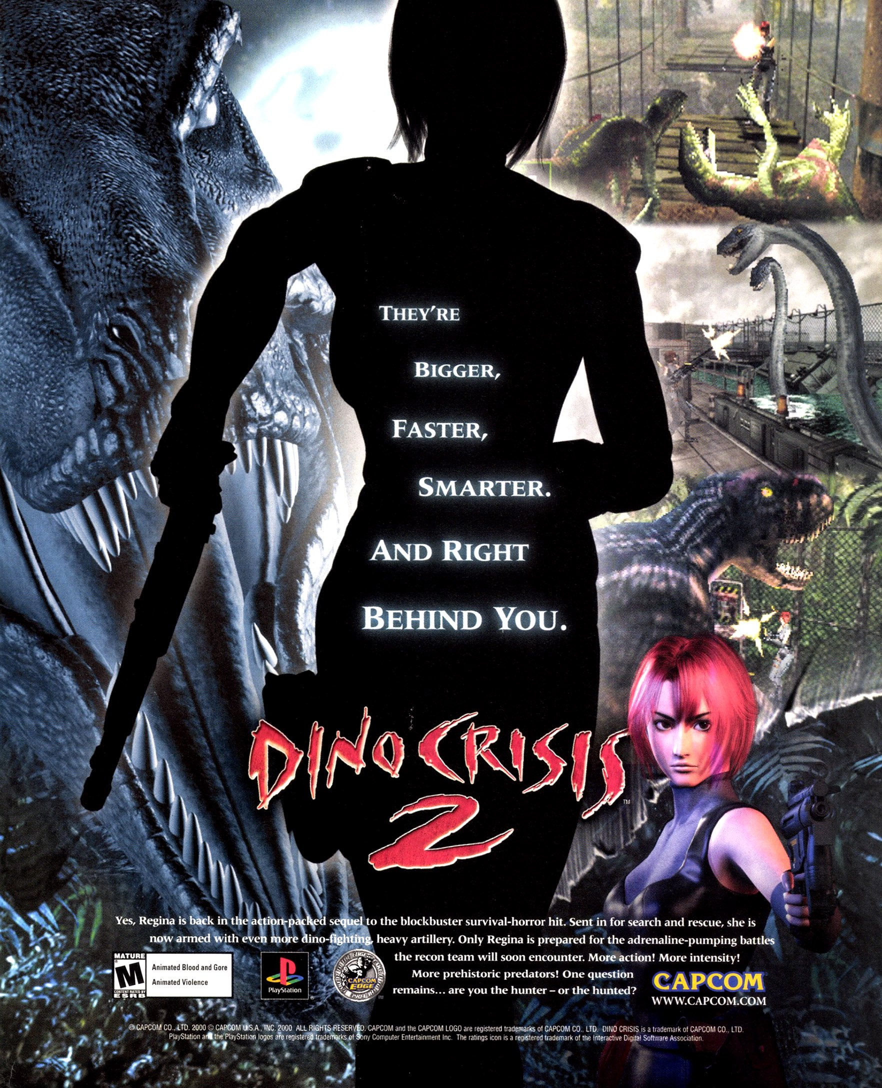
Review Archive (cont.)

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Marvel SH vs. Street Fighter	Capcom	●●●◖	18
Marvel Super Heroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●◖	30
Mass Destruction	ASC	●●◖	3
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man X4	Capcom	●●●	4
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
The Misadventures of Tron Bonne	Capcom	●●●●	31
Mission: Impossible	Infogrames	●●	28
Missile Command	Hasbro Interactive	●●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro Interactive	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Seed	Sunsoft	●●◖	20
Mortal Kombat 4	Midway	●●●◖	11
Mortal Kombat: Special Forces	Midway	●◖	36
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
MTV Music Generator	Codemasters	●●●●	28
N2O	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR Rumble	Electronic Arts	●●●◖	31
NBA Fastbreak '98	Midway	●●◖	4
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA Showtime NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro Interactive	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
N.GEN Racing	Infogrames	●●◖	35
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL Rock the Rink	Electronic Arts	●●●●	32
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
One	ASC	●●●●	4
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
PGA Tour 98	EA Sports	●●●	3
Pitfall 3D	Activision	●●	9
Play with the Teletubbies	Knowledge Adventure	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Pong	Hasbro Interactive	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Soccer 2	Psygnosis	●●●	5
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Q*bert	Hasbro Interactive	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◖	36
Ray Tracers	THQ	●●●	5
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil: Director's Cut	Capcom	●●●	2
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro Interactive	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the 3 Kingdoms VI	Koei	●●	30
RPG Maker	Agetec	●●●●◖	35
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Showdown: Warrior's Rage	SNK	●◖	36
Scrabble	Hasbro Interactive	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Shipwreckers	Psygnosis	●●●	3
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
Skullmonkeys	Electronic Arts	●●●●●	6
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park Rally	Acclaim	●◖	29
South Park: Chef's Luv Shack	Acclaim	●	28
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops	Take 2 Interactive	●	34
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Sports Car GT	Electronic Arts	●●◖	21
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Wars: Episode I—Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I—The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tarzan	Sony CEA	●●●◖	24
Team LOSI RC Racing	Fox Interactive	●●◖	13
Tekken 3	Namco	●●●●●	9
Tenchu	Activision	●●●●	14
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiny Tank	Sony CEA	●●◖	16
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Toonstein: Dare to Scare	Vatical	●●◖	29
Toy Story 2	Activision	●●●	28
Transformers: Beast Wars Transmetals	Bam! Interactive	●	36
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'N Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Ultimate 8-Ball	THQ	●●●●	22
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Valkyrie Profile	JEnix	●●●●	36
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vegas Games 2000	3DO	●●●◖	27
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warzone 2100	Eidos	●●●●	22
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
Wheel of Fortune	Hasbro Interactive	●●●●	17
Who Wants to Be a Millionaire	Sony CEA	●●◖	35
Wild 9	Shiny/Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
WipeOut 3	Psygnosis	●●●●	26
World Cup 98	EA Sports	●●●	10
Worms Armageddon	Hasbro Interactive	●●●◖	27
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF War Zone	Acclaim	●●●●	12
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Files	Fox Interactive	●●●	28
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack	Berkeley Systems	●●●●◖	25


THEY'RE
BIGGER,
FASTER,
SMARTER.
AND RIGHT
BEHIND YOU.
DINO CRISIS 2™
MATURE
M
CONTENT RATED BY ESRB
Animated Blood and Gore
Animated Violence
PlayStation
CAPCOM EDGE
CAPCOM
WWW.CAPCOM.COM

Yes, Regina is back in the action-packed sequel to the blockbuster survival-horror hit. Sent in for search and rescue, she is now armed with even more dino-fighting, heavy artillery. Only Regina is prepared for the adrenaline-pumping battles the recon team will soon encounter. More action! More intensity! More prehistoric predators! One question remains… are you the hunter – or the hunted?

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This Month's Strategies

X-Men: Mutant Academy 140-143
Chrono Cross 144-145
Grind Session 146-149

Top Secret Agents

Kenneth "Slim" Miller, Terry Minnich

The time has come for you to request strategies for the Top Secrets portion of your favorite magazine! Want to see more Chrono Cross next month? What about the upcoming Spider-Man? Your wish, very well, could be our command. Please only send one e-mail per strategy request or the chance of that strategy showing up is decreased by 2000%!

Oh, yeah, if you have any secrets that blow our minds we just might print them. Send tricks to OPM@ziffdavis.com *and title the e-mail* Top Secrets.

STAR WARS EPISODE I: JEDI POWER BATTLES

Play As Queen Amidala: To access the Queen, beat the game on "Jedi Mode" with Obi-Wan Kenobi. After doing this, go to the character selection with Obi-Wan. Now highlight Obi-Wan, but DO NOT SELECT HIM (In other words, move your green character selector onto Obi-Wan's picture, then stop!). Now, hold down Select. The picture at the top of the screen should change from Obi-Wan to the Queen. Press "X" to select the Queen.

Play as Darth Maul: To play as Maul you MUST beat the game as Qui-Gon Jin in "Jedi Mode" or "Easy Mode." Then go back to the character selection screen and highlight Qui-Gon and press and hold Select until Qui-Gon's picture turns into Darth Maul's picture.

Play as Captain Panaka: First, beat the game on Jedi mode with Plo Koon. Next, highlight Plo and press Select. Captain Panaka's picture should replace Plo Koon's at the top. Press X and you will play as Captain Panaka.

X-MEN MUTANT ACADEMY

LEGEND

LP	Light Punch
MP	Medium Punch
HP	Heavy Punch
LK	Light Kick
MK	Medium Kick
HK	Heavy Kick
P	Any Punch
K	Any Kick

(throw) LP+LK or throw button

[AIR] Must Be Used In The Air

STORM

Tips and Strategies

- Storm's Static Force creates a ball of electricity that revolves around her for several seconds and can damage your opponent if he or she touches it. It doesn't help much for offense, but it's a good defensive tool and it can also encourage your opponent to go on the defensive so you can get some throws in.
- You can juggle an opponent hit by the Lightning Uproar, but you have to time it very carefully. Wait until he or she is just above the ground to attack again.
- The first part of the EMF is very short range. You can only Combo into it from a very short chain.

STORM
67
WOLVERINE

Specials

↓↙←+P Ball Lightning
← charge →+P Electric Drill
← charge →+K Lightning

Uproar
←+MK Overhead Attack

Super

MK,↑,MP Static Force

Stringed Super

← charge →←+HP Hyper Electric Drill (← → ↑ → ↑)

X-Treme Super

← charge →←+HK EMF

Combos

- Jump-in HP,LP,LK,MP,HP Ball Lightning.
- Jump-in HP,LP,LK,MP, low MP, low MP,MK Lightning Uproar.
- Jump-in HP,LP,LK,MP, low MP, low MP, Hyper Electric Drill.
- Jump-in HP,LK,MP, low MP, EMF.

MYSTIQUE

Tips and Strategies

- When Mystique attacks, there's a short lag before her gun actually fires, so it's best to use her at mid- to long-range. She does have some great close-range Combos, though.
- The Gun Shot fires at different heights; where you shoot depends on which button you use. LP shoots at the head, MP goes diagonally into the air and HP shoots at the feet.

Specials

↓↘→+P Gun Shot
↓↙←+K Cheap Shot

Super

↓↙←+(throw) Decker Special

Stringed Super

↓↙←+HP Sum Total
(← ↓ ← → ↓)

X-Treme Super

↓↘→+HK Mystique's Surprise

MYSTIQUE
BEAST
HITS

Combos

- Jump-in HK,LP,LK,MP,MK,MK,MP Gun Shot.
- Jump-in HK,LP,LK,MP,MK,MK, Sum Total.

Corner Combos

- Jump-in HK,LP,LK,MP,MK,HK Cheap Shot.
- Jump-in HK,LP,LK,MP,MK,MK, Mystique's Surprise.

Army Men 3D

After you have started the mission, press the Start button to bring up the pause screen. These codes must be put in within about two seconds to work.

Make Sarge Invincible: Hold Square, Circle, L1, L1+L2 (Simultaneously).

All Weapons: Hold Square, Circle, R1, L1, R1+R2 (Simultaneously).

Bust A Groove

Dance Preview: Finish game under the "Normal" difficulty with any character and to open the Dance View on the main menu screen. You will be able to view dance moves, mess with camera angles, and other stuff with any of the characters who completed the game. Make sure you save!

Alternate Characters: Highlight a character from the player select screen, hold Select, and press X. You'll get that character's alternate costume.

Play as Capoeira: Finish game under the "Normal" difficulty with any character. Now you can choose Capoeira.

Play as Robo-Z: Finish game under the "Normal" difficulty with any character after you acquire Capoeira.

Play as Burger Dog: Finish game under the "Normal" difficulty with Hamm after acquiring Robo-Z.

Play as Columbo: Finish the game under "Normal" difficulty with Shorty after acquiring Robo-Z. Now access all hidden characters in 1p or 2p Mode!

GAMBIT

Tips and Strategies

- Gambit's important Special Attacks require charges, so you'll always want to have one ready to keep the pressure on or to finish a chain Combo.

- Even though it's performed with a throw command, the Charged Staff can be blocked. You shouldn't discount the move, though, because it comes out extremely quickly and moves a good distance. You can easily use it to snag your opponent after any close-range move you block.

- The Card Trick has a very short forward range and will often miss an opponent that's using a low attack. Don't try to use it at the end of a chain Combo, unless it's a short one. Instead, use it as anti-air—it comes out quickly and will even hit an opponent that is high above you.

Specials

↓↙←+P Falling Card
← charge →+P Card Toss
← charge →+K Staff Charge Upper
←+HP Overhead Attack

Super

↓↙←+(throw) Charged Staff

Stringed Super

↓↙←+HK Card Trick
(↑ ← → ↑ ↓)

X-Treme Super

← charge →+HP+HK 52 Card Pickup

Combos

- Jump-in HK, LP, LK, MK, HP Card Toss.
- Jump-in HK, LP, LK, MK, low MK, low MP, HK Staff Charge Upper, juggle with HP Card Toss.
- Jump-in HK, LP, LK, MK, Card Trick.

Corner Combos

- Jump-in HK, LP, LK, MK, low MK, low MP, HK Staff Charge Upper, juggle with HK (just first hit) into Card Trick.
- Jump-in HK, LP, LK, MK, low MK, low MP, HK Staff Charge Upper, juggle with 52 Card Pickup.

WOLVERINE

Tips and Strategies

- Wolverine has no long-range attacks, but he's great at close-range. Assault your opponent with a non-stop barrage.

- The Samurai Slice moves quickly, but doesn't do a lot of damage, and you can't Combo into it. When it does hit, though, it leaves your opponent stunned and open. You can use it to replace the jump-in attack on any Combo, though you may need to walk forward a step before beginning the chain.

- Wolverine's Weapon X doesn't do any damage to your opponent. Instead, it will heal a significant amount of your lost life—just make sure you don't leave yourself open when you use it.

Specials

↓↘→+P Fury Claw
↓↙←+K, P Hop Up Dive
↓↙←+K, K Hop Up Flip
→+HK Overhead Attack

Super

↓↘→+HK Samurai Slice

Stringed Super

↓↙←+HP Special Delivery
(→ ↑ ← ↓ ←)

X-Treme Super

MK, LK, ↓, MP Weapon X

Combos

- low MK, low MK, throw.
- Jump-in HP, LP, LK, low MP, low MP.
- Jump-in HP, LP, LK, MK, MK, HP Fury Claw, juggle with HP or Special Delivery.

BEAST

Tips and Strategies

- Like Wolverine, Beast has no long-range attacks, but he does have one of the easiest long chain Combos in the game. Keep attacking and you can end almost every Combo with a Super.

- Beast's low Heavy Kick moves forward quickly and leaves you safe. Use it often as a good pressure tactic.

- All three of Beast's Supers hit at about the same range, so you can pick whichever you want to end most Combos. There is slightly better range on the more powerful Supers, but they're all rather similar.

Specials

↓↙←+P Handspring Kick
↓↙←+K Beast Slide
→+HP Overhead Attack

Super

↓↘→+HK Handplant Hell

Stringed Super

↓↘→+HP Seismic Smackdown
(↑ ← ↓ ← ↑)

X-Treme Super

←↙↓↘→+HK Flat Out

Combos

- Jump-in HK, LP, LK, MP, MK, MK, MP Handspring Kick.
- Jump-in HK, LP, LK, MP, MP, MP Handspring Kick.
- Jump-in HK, LP, LK, MP, MK, MK, any Super.

Bust-A-Move 4

Enter these codes quickly at the title screen while the words "Press Start Button" flash.

More Puzzles: At the title screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the game menu, choose "Puzzle" and then pick "Arcade." Choose your difficulty level and then you'll be able to play a plethora of new stages!

All Characters: Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm that it worked.

Tarot Reading: Up, Triangle, Down, Triangle, Up (this opens in the option menu). You will hear a cheering sound to confirm that it worked.

Talk Demonstration: Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. You must have put in the All Characters and Tarot Reading first, for this to work. You will hear a cheering sound to confirm that it worked.

Crash Bandicoot

All Levels: Enter the following code at the "Password" screen: Triangle, Triangle, Triangle, Triangle, X, Square, Triangle, Triangle, Triangle, Triangle, Square, X, Triangle, Circle, Triangle, Triangle, Triangle, Circle, Square, Triangle, X, X, X, X.

Crash Team Racing

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.

(cont. on page 144)

CYCLOPS

CYCLOPS
MAGNETO
6HITS

Tips and Strategies

• Cyclops' Optic Blast hits high, so it can be ducked under. Because of its long duration, use the beam when your opponent jumps away from you.

• The Hyper Rush moves far very fast. You can easily use it to catch an opponent who misses an attack (even from far away). If a projectile is on screen when you activate the Hyper Rush, it will pass right through you before the Super even starts—this allows you to safely fly over and barrage your opponents before they can block.

Specials

↓↘→+Ⓟ Optic Blast
↓↙←+Ⓟ Upper Blast
↓↙←+Ⓚ Lunge Kick
→+(MP) Overhead Attack

Super

↓↘→+(HK) Super Power Lunge Kick

Stringed Super

←→+(HP) Hyper Rush
(→ ← → ↓ →)

X-Treme Super

↓↘→+(HP)+(HK) Concussion Blast

Combos

- Jump-in (HK),(LP),(LK),(MP),(HK) Lunge Kick, juggle with Optic Blast.
- Jump-in (HK),(LP),(LK),(MP), low (HP), Hyper Rush or Concussion Blast.
- Jump-in (HK),(LP),(LK),(MP),(HK) Lunge Kick, juggle with Concussion Blast.
- Jump-in (HK),(LP),(LK), Super Power Lunge Kick, juggle with Optic blast or Concussion Blast.
- Jump-in (HK),(LP),(LK), Super Power Lunge Kick, immediately perform Hyper Rush to juggle.

Corner Combos

- Jump-in (HK),(LP),(LK),(MP), low (HP),(HK) Lunge Kick, juggle with (HK) Lunge Kick.
- Jump-in (HK),(LP),(LK),(MP), low (HP), Hyper Rush, juggle with (HP).

PHOENIX

PHOENIX
CYCLOPS

Tips and Strategies

• In order to perform Phoenix's best Specials, you'll have to jump—so keep to the air and assault your opponent.

• The Phoenix Force temporarily creates an energy shield around Phoenix. If your opponent attacks her while the shield is active, they'll take 50 percent of any damage they do to her.

Specials

↓↘→+Ⓚ Inferno Kick
↓↘→+Ⓟ Flying Phoenix [AIR]
↓↘→+Ⓚ Air Strike [AIR]
→+(MK) Overhead Attack

Super

↓↙←+(HP) Metaphysical Confusion
↓↙←+(HK) Hyper Air Strike [AIR]

Specials

↓↘→+Ⓚ Inferno Kick
↓↘→+Ⓟ Flying Phoenix [AIR]
↓↘→+Ⓚ Air Strike [AIR]
→+(MK) Overhead Attack

Super

↓↙←+(HP) Metaphysical Confusion
↓↙←+(HK) Hyper Air Strike [AIR]

Combos

- Jump-in (HK),(LP),(MP),(MP), Inferno Kick.
- Jump-in (HK),(LP),(MP), low (MP), low (MP), Double Phoenix, walk forward until second bird hits then jump and perform (HK) Air Strike to juggle.
- Jump-in (HK),(LP),(MP), low (MP), low (MP), Double Phoenix, dash forward until second bird hits then jump and perform Hyper Air Strike to juggle.

Corner Combos

- Jump-in (HK),(LP),(MP), low (MP), low (MP), Double Phoenix, immediately perform Metaphysical Confusion to juggle.
- Jump-in (HK),(LP),(MP), low (MP), low (MP), Double Phoenix, immediately perform Double Phoenix again to juggle.

TOAD

TOAD
STORM
4HITS

Tips and Strategies

• Although the best strategy for Toad is to keep him on the move to confuse his opponent, he does have some nasty Combos that you can employ if the chance arises.

• Don't be fooled by the Kicking Toad. It looks slow and appears to be a throw, but looks can be deceiving—it's actually quite easy to use in Combos (it can be blocked, though).

Specials

↓↘→+Ⓟ Toad Spit
↓↙←+Ⓚ,Ⓟ Toad Trick (Leap)
↓↙←+Ⓚ,Ⓚ Toad Trick (Slide)
↓↘→+Ⓚ Flytrap
→+(MP) Overhead Attack

Super

←→+(HP) Kicking Toad

Stringed Super

↓↙←+(HP) Frog Legs
(↓ ↑ → ↑ ←)

X-Treme Super

←→+(HK) Flying Toad

Combos

- Jump-in (HP), low (LP), low (LK), low (MP),low (MK), low (HK), (HK) Fly Trap.
- Jump-in (HP), low (LP), low (LK), low (MP), low (MK), low (HK), Kicking Toad.
- Jump-in (HP), low (LP), low (LK), low (MP), low (MK), low (HK), Frog Legs, juggle with (HP) Toad Spit.

Corner Combos

- Jump-in (HP), low (LP), low (LK), low (MP), low (MK), low (HK), Frog Legs, juggle with (HK) Fly Trap.
- Jump-in (HP), low (LP), low (LK), low (MP), low (MK), low (HK), Frog Legs, juggle with Frog Legs.

(cont. from page 143)

More Tracks: Right, Right, Left, Triangle, Right, Down, Down.
Invisible Racer (only wheels): Up, Up, Down, Right, Right, Up.
Super Turbo Pads: Triangle, Right, Right, Circle, Left.
Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right.
"Unlimited" Tricks: *After entering one of these next tricks, you will have to reset the game to get a different unlimited object.*
Unlimited Wumpa Fruit: Down, Right, Right, Down, Down.
Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.
Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down.
Unlock a New Racer: On the main menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS." or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode.
At main menu screen (with Adventure, Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure).
Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right.
N. Trophy: Down, Left, Right, Up, Down, Right, Right.

Frogger

Once you do either of these tricks, you'll see the results in text on the bottom of the screen.
All Zones Open: Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.
Infinite Lives: Pause the game during play and press Right, Square, Triangle, Square, Triangle, X.

Gex 3: Deep Cover Gecko

Debug Menu: Press Start to pause the game in the middle of play. Hold R2 and press Up, Circle, Right, Up, Left, Right, Down. A confirming sound should be heard if done correctly. While playing, press Select to see the Debug menu. This menu

SABRETOOTH

SABRETOOTH
WOLVERINE

Tips and Strategies

- The Ill Treatment is a throw that can grab your opponent from rather far away.

- Sabretooth's Weapon X only heals red (recoverable) damage and is slower than Wolverine's.

- Rampant Strength temporarily increases the damage of all attacks by 50 percent.

- Unlike most other moves, the Ground Pound can be used to repeatedly juggle your opponent. The last Combo listed below does over 100 percent damage; but it requires you to fill all three Super Bars.

Specials

← → + (K) Dusty Claw
← charge → + (P) Dive Claw
↓ ↙ ← + (MK) Ill Treatment

Super

(LP), (MK), →, (LP) Weapon X

Stringed Super

↓ ↙ ← + (HP) Ground Pound
(→ ↑ ↓ ← →)

X-Treme Super

(LP), (MK), →, (MP) Rampant Strength

Combos

- Jump-in (HP), (LP), (MP), (MP), (HP) Claw Dive.
- Jump-in (HP), low (LK), low (MK), low (MK), (HP) Claw Dive.
- Jump-in (HP), (LP), (MP), (MP), Ground Pound, juggle with (HP) Claw Dive.
- Jump-in (HP), (LP), (MP), (MP), Ground Pound, juggle with Ground Pound, juggle with Ground Pound.

MAGNETO

MAGNETO
GAMBIT

Tips and Strategies

- If your opponent tries to attack from far away, you can use the Magnetic Lift to bring him or her over to you for an easy juggle.

- Unlike all other projectiles, the Lure actually pulls objects towards you from behind your opponent. In a projectile battle, you'll always hit first.

- Magneto's Hyper Magnetic Lift will bring your opponent in front of you and leave him or her momentarily open to attack. Keep in mind, though, that this can be blocked and it won't actually lure your opponent to you if it hits in the air.

Specials

↓ ↘ → + (P) Power Gush
↓ ↘ → + (K) Lure
← → + (P) Magnetic Lift
→ + (MP) Overhead Attack

Super

← → + (HK) Hyper Magnetic LIft

Stringed Super

↓ ↙ ← + (HP) Hyper Power Gush

(↓ → ← → ↑)

X-Treme Super

↓ ↙ ← + (HK) Hyper Lure

Combos

- Jump-in (HK), (LP), (LK), (MK), (HP) Power Gush.
- Jump-in (HK), (LP), (LK), (MK), (HP) Magnetic Lift, juggle with (MP) Power Gush.
- Jump-in (HK), (LP), (LK), (MK), (HP) Magnetic Lift, juggle with Hyper Power Gush.
- Jump-in (HK), (LP), (LK), (MK), Hyper Lure.

gives you options such as choosing your starting level and more!
Invincibility: To make Gex invincible, press Start to pause the game and hold L2. With L2 held, press Down, Up, Left, Left, Triangle, Right, Down. Now you won't lose any paws when you are hit!
Blabbermouth Gex: To hear all of Gex's phrases, press Start to pause the game and hold L2. With L2 held, press Down, Right, Left, Circle, Up, Right. Press the Select button to hear Gex's comments whenever you want.

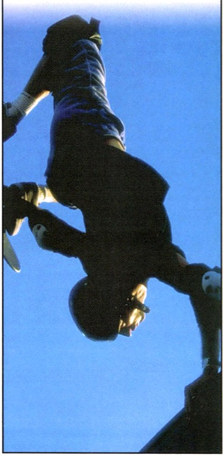
Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.
Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.
Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.
Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.
Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.
Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.
Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.
Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.
Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.
Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.
Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.

(cont. on page 146)

TONY HAWK'S PRO SKATER

Enter the following cheats while paused during play. If you entered these correctly, the screen will shake.
Big Head Mode: Hold L1 and press Left, Up, X, Down, Up, X.
Special Available Anytime: Hold L1 and press Square, Up, Left, Up, Circle, Triangle.
Get 10X Multiplier: Hold L1 and press Triangle, X, Triangle.
Get 13X Multiplier: Hold L1 and press X, Square, Square, Triangle, Up, Down.
Slow Mo: Hold L1 and press Left, Square, Left, Square, Left, Square, Left.
Go To Restart Option: Hold L1 and press Circle, Square, Circle, X.
Get All Practice Mode Levels: Hold L1 and press Square, Up, Left, Up, Circle, Triangle. Quit the level you are playing and go to the menu. You will have all Practice Mode levels.
Blowout Trick: This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press Start to pause. Press and hold the R1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats and FMV movies will become available.



LEGEND OF DRAGOON

ATTACK MAGIC ITEMS

(A multiplying item used in battle does varying amounts of damage based upon how many times you press the X button after it has been cast.)

Burn Out	Fire-based individual attack (multi)
Gushing Magma	Fire-based attack for all (multi)
Burning Wave	Fire-based powerful attack for all
Spear Frost	Water-based individual attack (multi)
Fatal Blizzard	Water-based attack for all (multi)
Frozen Jet	Water-based powerful attack for all
Spinning Gale	Wind-based individual attack (multi)
Rave Twister	Wind-based attack for all (multi)
Down Burst	Wind-based powerful attack for all
Pellet	Earth-based individual attack (multi)
Meteor Fall	Earth-based attack for all (multi)
Gravity Grabber	Earth-based powerful attack for all
Trans Light	Light-based individual attack (multi)
Dancing Ray	Light-based attack for all (multi)
Spectral Flash	Light-based powerful attack for all
Dark Mist	Darkness-based individual attack (multi)
Black Rain	Darkness-based attack for all (multi)
Night Raid	Darkness-based powerful attack for all
Spark Net	Thunder-based individual attack (multi)
Thunderbolt	Thunder-based attack for all (multi)
Flash Hall	Thunder-based powerful attack for all
Detonate Rock	Detonates and attacks all
Psychedelic Bomb X	Unbased attack for all (multi/repeat)

Status Altering

Midnight Terror	Frightens minor enemies
Panic Bell	Confuses minor enemies
Poison Needle	Poisons minor enemies
Stunning Hammer	Stuns minor enemies

Replenishing

Healing Potion	Recovers half of maximum HP
Healing Breeze	Recovers half of max. HP for all
Healing Fog	Completely recovers HP
Healing Rain	Completely recovers HP for all
Angel's Prayer	Revives and recovers half of maximum HP
Sun Rhapsody	Completely recovers MP
Moon Serenade	Completely recovers MP for all
Spirit Potion	Recovers 100 points of SP during combat
Mind Purifier	Dissolves Fear, Bewitchment, Confusion, Dispirit
Body Purifier	Nullifies Poison, Stunning, Arm Blocking
Depetrifier	Dissolves Petrification

Ability Altering

Material Shield	Nullifies physical attack for three turns (repeat)
Magic Shield	Nullifies magical attack for three turns (repeat)
Power Up	Strength increases for three turns (repeat)
Speed Down	Reduces agility 50% for three turns (repeat)
Speed Up	Doubles agility for three turns (repeat)

Miscellaneous Bags

Attack Ball	Generates one of the Attack Magic Items
Magic Stone of Signet	Blocks enemy's move for 3 turns (repeat)
Recovery Ball	Generates a Replenishing Item
Sachet	Gives subtle good aroma
Smoke Ball	100% escape from minor enemy (repeat)

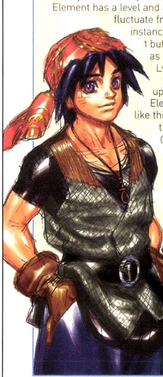
CHRONO CROSS™

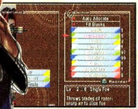
IT'S ELEMENTARY

All of the game systems in Chrono Cross are based around Elements. Elements are basically just spells but they are a lot more complex than magic in your typical RPG. Every character can use Elements but which character uses which Element at what time can be very important.

ALLOCATING ELEMENTS

Each character has a number of slots that you can put Elements in. You begin with one slot for Level 1, Level 2, and Level 3 but as you progress through the game, you'll gain more slots and more levels. Now, don't just throw any old Element into any slot. Each Element has a level and a number of levels it can fluctuate from its natural level. For instance, the Element Cure is Level 1 but can be put in a slot as high as Level 8. This is indicated as Lv 1 ± 7. So if you put Cure in a Level 3 slot, it would show up as Cure+2. Putting an Element in a higher level slot like this will raise the strength of the Element but even Cure+7 won't heal as much life as even a mid-level healing Element at its natural level. Inversely, if you put an Element in a lower level slot, it will decrease the strength, but again, not significantly.





Lv 2 - 8 Single Foe

Throws blades of razor-sharp air to slice foe

INNATE COLORS

Every character and enemy has a color that defines them and controls the Elemental properties of their attacks called their Innate Color. Each character's Innate Color is indicated as a colored circle in their status box either on the menu screen or in battle. An enemy's Innate Color also shows up as a colored circle when you select it to attack in battle.

Innate Color is very significant for several reasons. Most importantly, every Elemental Color has an opposite color: red and blue, yellow and green, white and black. If you use a red Element on an enemy with an Innate Color of blue, you will do more damage than if it had any other Innate Color. Attacks of one color against the same Innate Color will thus do the least damage or sometimes even heal the enemy!

Your characters' Innate Colors also affects the Elemental property of their attacks. For example, Serge's Innate Color is white. If he attacks an enemy with Innate Color of black, he will do more damage.

Also, if a character casts an Element of the same color as their Innate Color, it will be more powerful than any other color. Try using an Element of a character's Innate Color against an enemy of the opposite color to really pack a punch.

(cont. from page 145)

Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.
Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.
Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.
Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.
Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.
Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

Metal Gear Solid

Snake's Tuxedo: To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

MLB 2000

Heavy Hitter: Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time.

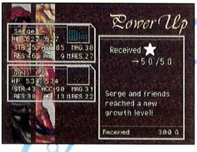
Monster Rancher

To do this trick, your breeding status must be in master rank (R-10). You must also have another game called "Tecmo's Deception" to do this trick.
Secret Monster: When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called Ardebaren when you generate a monster in the shrine! Also, PlayStation and computer

GROWTH POINTS

There are no actual "levels" in Chrono Cross, unlike most RPGs. Instead, the game uses a system of Growth Points. When you win a significant battle (usually against a boss) you will receive a Growth Point. At that time, you will also receive increases to your hit points and some of your stats. You may also gain a new Element slot. For the next few normal battles following the Growth Point battle, you will typically receive a few hit points by winning. Then, one battle will give you a few more hit points than usual as well as points in other stats. After that, you won't get any stronger until the next Growth Point battle.

Growth Points also represent the number of times you can use a summon Element. If you run out, you will have to stay at an Inn or rest somewhere else to regain the Growth Points and start summoning again.


Power Up

Serge
HP 627/627
STR.55 ACC.85 MAG.38
RES.46 AGL 9 M.RES.27

Glenn
HP 534/534
STR.43 ACC.90 MAG.31
RES.38 AGL 13 M.RES.22

Received ★
→50/50

Serge and friends reached a new growth level!

Received 300 G

"TARGET SIGHTED. COMMENCE ATTACK."

The battle system in Chrono Cross is rather involved. Even a simple weapon attack isn't very simple. There is no "best" way to fight any given battle but, there are definitely factors that you'll want to keep in mind.

Serge
Grobyc
621/621
557/557
536/536

HIT PERCENTAGE

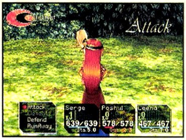
When you choose a target to attack in battle, a box will appear showing four different methods of attack. The first three are normal attacks of differing strength: weak, strong and fierce. Each attack has a percentage next to it that represents its chance to hit. Now, even though it may say your attack has an 80 percent chance to hit, it's still likely to miss. The 80 percent represents your base chance of hitting but you also have to consider your enemy's chance of dodging. A 99 percent chance usually means success, but anything else and you can subtract about 20 percent to get a real idea of your chances.

When you connect with an attack the chance that any subsequent attack on the same enemy in that turn increases. However, if you switch to another character or an enemy attacks between your attacks, you may lose that advantage.

STAMINA

You will find the Stamina bar below your hit points on your status box in battle. You begin any battle with seven Stamina and that number cannot ever increase. Stamina controls how and when you can attack. For instance, normal attacks take more Stamina the stronger they are. A weak attack takes one Stamina point, a strong attack takes two, and a fierce attack takes three. This means that in any given "turn" your attacks can't exceed seven points worth of Stamina.

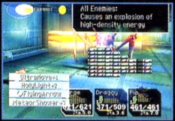
Using an Element always takes seven Stamina regardless of when you use it. If you start a turn by using an Element then it will sap all your Stamina, and take you to zero. However, if you have already attacked in this turn and haven't regained all seven points, you will go below zero Stamina and it will take time before you can do any sort of attack. This means you have to decide when you want to use your Elements. With a three-person party, you have the time to use a weak-strong-fierce attack combo then use an Element and by the time it comes to your turn again, you will have your Stamina back. However, it may be a good idea to use that chance to defend or simply pass on the turn to another character so you have Stamina in reserve in case you need to heal someone quickly.



FIELD EFFECT

In the upper-left corner of the battle screen is the Field Effect indicator. It will start each battle with essentially random colors but after that, the smallest ring indicates the color of the most recently used Element. The newest Element used will push the previous color out to the next ring. The more rings displaying a particular color, the stronger the Elements of that color will become and the weaker the opposite color will be. The Field Effect is also very important when summoning. To summon, all three rings of the Field must be the color of the summon Element you are trying to use. You must plan your attacks very carefully to keep the entire field the same color long enough to use the summon Element.

USING ELEMENTS IN BATTLE


All Enemies:
Causes an explosion of high-density energy

Under normal circumstances, you cannot use an Element at the beginning of a battle. You must first build up sufficient levels of Element energy. You can see how much you have stored in the meter above your hit points. These levels are built up simply by landing normal attacks; a weak attack builds up one level, a strong attack builds up two, and a fierce attack builds up three. However, if the attack misses, you'll still spend the Stamina but you won't gain any Element levels. If you really need to cast an Element, play it safe and stick with weak attacks.

With the exception of consumable Elements like Tablet, each Element you have allocated can only be used once per battle. This makes it very important to carefully choose when and on whom to use each Element. If you have a powerful healing spell, try to avoid using it until you really need it instead of blowing it on someone who's only a few points under.

One nice feature of Chrono Cross is that after a battle, if you have Element levels still built up, you can use healing Elements to heal your party automatically. In this manner, you can leave every battle fully healed. It won't, unfortunately, heal status ailments like poison.

data CDs that have one track on them will produce purebred monsters.

Need for Speed: High Stakes

Cop Code: Enter the game option screen and select the "User Name" option. Enter the name NFS_PD. This will allow any unlocked cop car to race on any track.

NHL: Rock the Rink

From the main menu screen, choose the NHL Challenge option. Highlight "New User" and enter one of the names below to get these results.

NHL Teams Available: BAILEY

Boards Reward: POWER SLAM (Go back to the main menu and access the Rewards option. Move to Boards and the Rubber option will be open.)

Bonus Moves: IAMWEAK

Sound Effects Reward: NO CHANCE (Go back to the main menu and access the Rewards option. Move to Sound Effects. Now the Action Movie and Cartoon option will be open.)

Oddworld: Abe's Exoddus

Level Select: At the main menu, hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.

View all FMVs: At the main menu, hold R1, then press Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right.

Invincibility: While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X.

Next Section Warp: During the game, hold the R1 button and press Circle, Circle, X, X, Square, Square. This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. *Note: Skipping sections of the game will decrease the number of saved Mudokons in the game!*

Resident Evil 2: Dual Shock

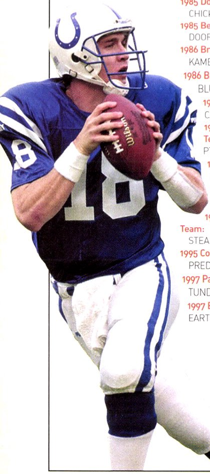
Play as Chris Redfield and Ada: To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the

(cont. on page 148)

MADDEN NFL 2000

Enter one of the following codes at the code entry screen to turn on any of these cheats as shown below:

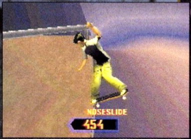
20 Yard First Downs: FIRSTIS20
Super Stiff Arm: SMACKDOWN
Super Jump: SPRONG
More Injuries: PAINFUL
More Sacks: QBINTHECLUB
More Fumbles: ROLLERGIRL
Easier Interceptions: PICKEDOFF
No Interceptions: EXPRESSBALL
Less Penalties: REFISBLIND
Big Versus Small Players: MINIME
Camera Follows Football: VERTIGO
Antarctica Stadium: XMASGIFT
Dodge City Stadium: WILDWEST
EA Sports Stadium: ITSINTHEGAME
Tiburon Stadium: WEPUTITTHERE
Tiburon Bros. Stadium: COTTONCANDY
Industrials Team: INTHEFUTURE
Marshalls Fantasy Team: COWBOYS
All-Madden Team: TEAMMADDEN
All '60's Team: MOJOBABY
All '70's Team: LOVEBEADS
1972 Steelers Team: DONTGOFOR2
1972 Raiders Team: GETMEADOCTOR
1976 Raiders Team: GAMMALIGHT
1976 Patriots Team: HACKCHEESE
1981 Dolphins Team: 15MOREMIN
1981 Chargers Team: BUILDMONKEYS
1985 Dolphins Team: CHICKIN
1985 Bears Team: DOORKNOB
1986 Browns Team: KAMEHAMEHA
1986 Broncos Team: BLUESCREEN
1988 49ers Team: CALLMESALLY
1988 Bengals Team: PTMOMINFOGET
1990 Giants Team: PROFSMOOTH
1990 Bills Team: SPOON
1995 Steelers Team: STEAMPUNK
1995 Colts Team: PREDATORS
1997 Packers Team: TUNDRA
1997 Broncos Team: EARTHPEOPLE



grind Session

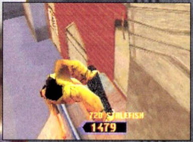
The Basics of Boarding

If you're going to earn mad respect and unlock the Dream House, there are a couple things you need to know. We've given you the first three levels (on pages 47-49) to help you out, but here is some basic stuff you'll need to score big and get "possessed."



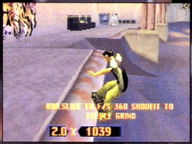
The Name of the Game

It's called Grind Session for a reason. If you learn how to grind without flaw, you're going to make mincemeat of the necessary point totals to earn respect. The trick? Once you start a grind, use an impossible, a kickflip, whatever, to transition to your next grind. You'll get big multipliers which equate to big scores. Greed isn't bad, either. Figure out your skater's limits early so you can score big later on.



Tap on the Shoulder

When you're blitzing off a ramp and trying to master a 720, there' an easy way to go about it. Once you've taken off, hold either the L or R1 buttons to give yourself a quicker spin. Physics are defied on this one, but it works. Oh, and you manage to get your "Possessed" meter flooded, then you can score even bigger spins (along with longer grinds) and we all know what bigger spins mean bigger headaches.



Mixing it Up

Okay, even with a beginning skater you've got more moves than you need. Mix it up, or your on-looking friends are going to scurry away without being entertained. Learn the different grabs and use them. It leads to increased points! And if you're grinding, don't let yourself get away with a comfortable 5-0 Grind. Mix in the Smith and the K-Grind and why not a little Casper action? It all adds up.

(cont. from page 147)

Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

Spyro 2: Ripto's Rage

In the middle of the game, press Start to pause. Now enter any of these button codes for these results. You will hear a sound to confirm that you entered the code correctly.

Big Head: Up, Up, Up, Up, R1, R1, R1, R1, Circle.

PaRappa (Flat) Mode: Left, Right, Left, Right, L2, R2, L2, R2, Square.

All Abilities: Circle, Circle, Circle, Circle, Square.

View Credits: Square, Circle, Square, Circle, Square, Circle, Left, Right, Left, Right, Left, Right.

Star Wars: Episode 1 The Phantom Menace

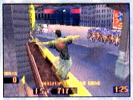
Test Droid Debug Cheat: Go to the main menu screen and move down to the "Options." Make sure you don't choose it and press Triangle, Circle, Left, L1, R2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+Select+Triangle at the same time and the screen will change to a "Test Droid" menu that allows you to choose your starting level, play sound effects, choose

Da Banks (NYC)

Tech Lines — Using the order below won't just get you all the Tech Lines in the allotted time, but you'll also have a lot of opportunities to get some huge scores.

Tunnel of Pain

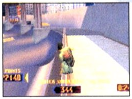
+10



This one's right in front of you, so do it first. It'll save lots of time, too, since you can go to restart if you miss. Just go up the ramp on the left and ollie off with some sort of kickflip and grind away.

Righteous Rail

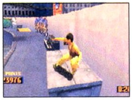
+10



Going up this bad boy isn't difficult at all. Make sure to do a quick kickflip or heelflip just to insure balance. After all, grinding uphill isn't as easy as this game makes it out to be.

Chopsticks

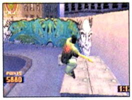
+5



After you grind up the rail this is the best one to hit next. Ride the ramp and start your grind, but be ready to jump off quickly and start a new grind on the piano to complete this fun-time Tech Line.

Possessed to Skate

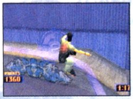
+20



This is a challenge, but remember, as long as you don't bail you can fall off the rail and hop right back on. The ramp is annoying to master, but you'll have to jump off it and grind to be successful.

Performance Art

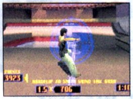
+5



The easiest Tech Line in the level. You can be completely sloppy and still end up completing this one if you don't fall. Take the short ramp past the bulldozer and grind onto the lip of the ramp for success.

Crazy Chimp

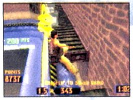
+5



Go straight at the garage door after you've completed "Performance Art" and you'll be staring down the barrel of a rail. Jump on, grind, jump the gap and grind again. Easy peasy grindareasy.

Walk the Monkey

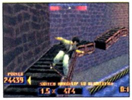
+10



Once inside the garage door, look right for a ramp that leads to this Tech Line. Make sure you lean a little away from the wall off the second ramp to insure proper momentum. Then jump the gap to finish.

Rails of Death

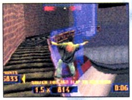
+20



This one is way tough. Take the ramp to the left of the garage door and start a grind. You'll need to hit all the numbers, but won't necessarily have to grind the whole thing. It's tough, but worth it.

Grim Day to Die

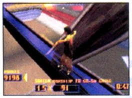
+5



None of the +5 second Tech Lines are too tough and this is no exception. Straight past the "Crazy Chimp" rail, just get good speed and hit the ramp. Make sure you don't start too far to the right.

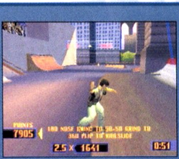
High Road

+5



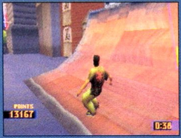
Go the opposite way of the "Grim Day to Die" Tech Line and grind all the way through the glass into the meat locker. Get speed off the ramp, then angle to the left off the wood runway and grind.

2 Hip Skate Tips



Long and Grinding Road

Right after you succeed with the "Possessed to Skate" Tech Line, go straight ahead and pick up some big points by grinding the sidewalk-like area. Lots of switching to different grinds means lots of big points.



Just Call it a Radio!

Knocking down all 10 boomboxes in the alotted time isn't easy. This, of course, changes if you do it the right way. Don't go hunting for boomboxes. Instead, go through the Tech Line rigamarole and the boomboxes will be situated along the way.

invincibility and play any movie in the game.

Street Fighter Alpha 3

Battle Shin Akuma: You must first open up Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, select Final Battle Mode from the main menu screen. On the character select screen, press and hold L1+L2 and choose your fighter. Keep holding it until the "VS." screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!

Syphon Filter 2

Level Skip: Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.

Super Agent: Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+Select+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.

Movie Theater: Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order: Right+L1+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.

Trick'n Snowboarder

Play as Resident Evil 2 Characters: *Note: The RE2 characters are available for play only in Free Mode.* At the title screen, press the following

(cont. on page 150)

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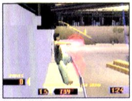
S.F. Mission

Tech Lines — The key to accomplishing all the Tech Lines for this level really comes down to avoiding the subway. Otherwise, try the route suggested and you shouldn't have a problem.

Sideways Rail Transfer

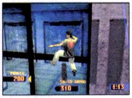
+20



First things first, go up the ramp and lean to the right. Grind and then jump to the right, before the gap, and grind on the rail.

Rail Through Window

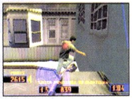
+10



Find the rail going up and grind onto it. Remember to jump through the window at the last second or you won't get credit.

Grinding Down the Pole

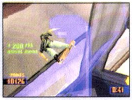
+5



This one's easy enough. You won't have to switch up your grind to go down the pole, so only do it to gain more points.

Peeping Tom

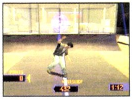
+5



This is a strange Tech Line. Basically, you just need to break the bay window. Tap the R2 button to check the Tech Line, then skate at it, do a trick in the air, and you'll be credited if you land.

Through the Window

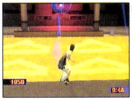
+5



Once you've gone down into the subway, grind the rail right in front of you, then jump at the window. Break the glass and continue to grind for big points.

Crazy Train

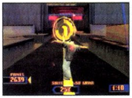
+5



If you've got the speed, this one is a breeze. Ollie at the top of the ramp before the subway tracks and make it to the other side to succeed. Do a grab to get a higher score in the process.

3rd Rail Grind

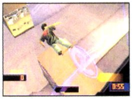
+10



All you'll need to do is avoid the trains and hop onto the rail for a split second to achieve this Tech Line. Don't labor on the 3rd rail or you could be in for a shorts-dirtying experience.

Ticket Transfer

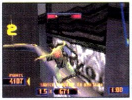
+5



Tap R2 to see where this one's located. All you'll need to do is get up some decent speed and jump over a box using the quarterpipe. Do a trick on the way to add to the drama.

U-Tech

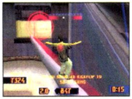
+10



After "Ticket Transfer" start using the ramps and holding a grind to get onto this U-rail. Once on it, hit the two tech spots to master this line. This one isn't so tough, but it takes patience.

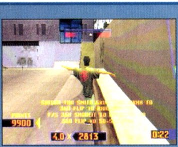
Rail of Pain

+20



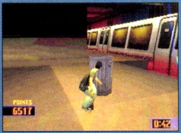
This one's a pain in the can. Get up good speed and ollie onto the rail of the escalator. Take it all the way up, hold your grind and you'll end up on the other rail. Hold it to the window to score.

2 Hip Skate Tips



I Saw the Grind

Above ground you'll find a perfect spot to combine grind after kickflip after K-Grind after Impossible. Link them together on this particularly lengthy grind area and you should be able to get all the points you'll need for the much desired respect.



Childish Vandalism

To tip over the trashcans you'll have to score some Tech Lines so you'll have enough time. There are four 'cans above ground, four scattered around the subway train and one in the backroom beyond the "Rail of Pain" Tech Line. Childish, but fun.

(cont. from page 149)

buttons in order: Triangle, Triangle, X, X, Square, Circle, Square, Circle. If you did it right, you will hear a minor audio cue. Now, select Free Mode. Once you are in the character select screen, press L2 or R2 to use the Resident Evil 2 characters: Leon, Claire and the dreaded zombie cop.

Triple Play 2001

Triple Play Dream Team: From the main menu screen, choose Big League Challenge. When you get to the player select screen, hold L1+R1+Up simultaneously. Keep holding these until you hear the announcer say, "Triple Play Baseball." Now you'll be able to play as this team in Big League Challenge mode.

Announcers: During a game, press and hold the L1+L2+R1+R2 buttons. While holding these, press the following buttons to get the different types of quotes from the announcers.

Baseball History: Up, Triangle, Right, Circle.

Weather: X, Down , Triangle, Up.

Trivia: Down, X, Right, Circle.

More Batter Info: Left, Square, Up, Triangle. *Note: This will only work on certain batters.*

Skinny Players: 1 HR in a game with a player who weighs less than 160 (13 players-allow created players).

Large Players: 1 HR in a game with a player who weighs over 250 (4 players-allow created players).

Strong Arm: 2 Outfield Assists by same player in a game / 2 Pickoffs by same player in a game / 2 Caught Stealing by same player in a game.

Fast Players: 3 SB by same player in a game.

Big Glove: 1 diving catch/wall climb in a game by team.

Huge Glove: 2 diving catches/wall climbs by in a game by team.

Pulsating Glove: 3 diving catches/ wall climbs in a game by team.

Big Head: 4 runs scored in a game by team.

Huge Head: 8 runs scored in a game by team.

Pulsating Head: 12 runs scored in a game by team.

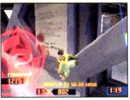
Big Baseball: 3 Ks in a game by team.

Burnside

Tech Lines — You'll have a lot of freedom in Burnside, so don't let it distract you. Go assault different Tech Lines and do them in the order below to make life easier.

Triple XXX

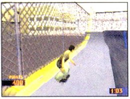
+20



This one's tough. It's opposite of the "Street Tranny Right" and it behooves you to get this one done first. Get speed and be ready to do at least three different grinds to stay atop this long rail.

Street Tranny Right

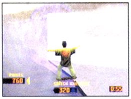
+10



Pretty basic stuff, but the easiest way to get this bad boy lined up is to go to where this long path starts. If you do, you'll skate right on without slowing down. Do a trick to insure you get this one.

Quarter Bowl

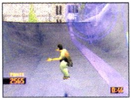
+5



This one causes problems, sometimes. The trick is to push the nose of your board to the left after you ollie out of the grinds. Otherwise you'll awkwardly hit the ramp and take a spill.

High Speed

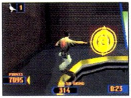
+5



Once inside the little bowl after you've done the "Quarter Bowl" make sure you stay in the middle to nab the five seconds you came for. From here, climb the wall and push over for the "Chill Grind."

Chill Grind

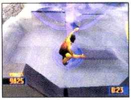
+10



Once you're up top, the first thing you'll see are a series of three rails. Grind each of them in order and you'll be rewarded with ten seconds. Even if you drop off after the first one you can still get credit.

Cardiel 911 Drop

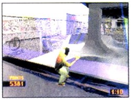
+5



To get down, you might as well use this path. The far right ramp offers a five second bonus, and you'll be all lined up for it if you do the "Chill Grind" right before this.

Big Wall

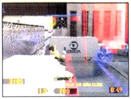
+5



This one's a breeze, especially if you grind it after doing the "Cardiel 911 Drop." If you take it the whole way you can even get those capricious pigeons chatting it up at the end of the wall.

Oregon Grinder/Donor

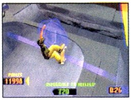
+20



Pretty easy pickings considering it adds 20 seconds to your time. Just gain a tad of speed and you can get to this. Don't forget to take it all the way so you can disrupt that poor, fecal-odored pigeon.

Eat the Peach

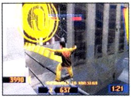
+5



Getting into this little pool is as annoying as getting out of it. Usually, this is easy. But not this time. Just use the quarterpipe's around you to gain speed and prepare to throw your controller.

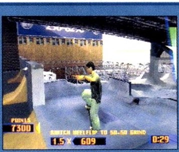
Return to Burn

+10



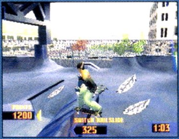
This is so annoying. Once you take this rail to the opposite side and achieve "Eat the Peach" and "Oregon Grinder/Donor" you'll have to gain speed and hold up to launch over this spot. It's a real bastich.

2 Hip Skate Tips



On a Rail Far, Far Away

There aren't a lot of spots to score really big points, but you'll only need 40K, so it shouldn't be too difficult. You could use the little pool in the middle, or take the rail at the top of the world. If so, you can do some sweet tricks before landing.



Feather Frenzy

The advice for knocking pigeons into a feathered pool of misery is the same as when you're vandalizing any level: concentrate on the Tech Lines, and vandalize along the way. These birds are scattered everywhere, so keep an eye out.

Huge Baseball: 6 Ks in a game by team.
Flaming Baseball: 9 Ks in a game by team.
Pencil Head: 6 Ks in a game by team (against User).
Tall Players: 8 hits in a game by team.
Tiny Players: 12 hits in a game by team.
Tiny Head: 16 hits in a game by team.
Powerup Offense (Every player on team's offensive attributes slightly increase): 8 HR hit in a game by team.
Powerup Defense (Every player on team's defensive attributes slightly increase): 3 double plays turned in a game by team.
Powerup Speed (Every player on team's speed attributes slightly increase): 6 SB in a game by team.
Invisible Players: Three Triples in a game by team.
Big Bat: 2 HR by same player in a game
Small Bat: 3 Strikeouts by same player in a game.
Pulsating Bat: 5 runs scored by same player in a game.
Superstar Difficulty (Better than All-Star): Defeat a team in Single Game with All-Star difficulty setting.
CPU Assist (Catch-up logic): Defeat a team by more than 10 runs.

Who Wants to Be a Millionaire

Replacement Names: Go to the "Enter Your Name" screen. If you enter REGIS PHILBIN as your name, Regis will say something and deny you use of that name. He will then replace it with another name such as DREAMER, FIBBER, or SMARTY PANTS. If you choose not to enter a name, you will be given a name like EINSTEIN, KATHIE LEE, GELMAN, or CODY. Entering the name, DAN BLONSKY (one of the millionaire winners), will get you the replacement name, PHONY.

NEXT MONTH

November 2000
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OFFICIAL U.S. PlayStation MAGAZINE

"PLAYSTATION2 is the FUTURE of ENTERTAINMENT."

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•Editorial content subject to change•

ELECTRONIC GAMING MONTHLY

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Without a doubt, the PlayStation2 is gonna be huge when it launches here Oct. 26, and since *EGM* just received their debug unit, they're playing fast and furious to give you the latest scoop on the lineup of U.S. launch games. They aren't forgetting the original PS, though: They'll have a full preview of the much-anticipated Final Fantasy IX, along with Medal of Honor Underground and The World Is Not Enough (N64). Also, big reviews like Ecco the Dolphin, World Series Baseball 2K1, Perfect Dark GBC and more.

- All-new Metal Gear Solid 2 pics and info
- Full preview of Final Fantasy IX for PlayStation
- TimeSplitters and Dynasty Warriors 2 previews for PlayStation2
- Reviews of Ecco the Dolphin and World Series Baseball 2K1 for Dreamcast
- Also: Reviews of Mario Tennis (N64), Perfect Dark (GBC) and Pokémon Puzzle League
- The latest news on Game Boy Advance

EXPERT GAMER

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Spider-Man will make a pre-Halloween appearance in *XG*'s October issue, so look out for their guide—you'll be web-slinging your way through Spidey's PlayStation game in no time. Fall means football is in the air, so *XG* will be tackling Madden NFL 2001 and NFL 2K1. Looking for adventure? They've got you covered with a strategy guide on Chrono Cross, Square's long-awaited follow-up to the hit SNES game. Finally, look for tips on WWF Royal Rumble and Ultimate Fighting Championship.

- Spider-Man's web-slinging tips and strategy
- All you need to know about importing foreign games
- Hard-hitting tactics to survive the U.F.C. Octagon
- Chrono Cross elements, characters and more
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Title	Release	Price
Surf Riders	08/00	$32.95
Sydney 2K Olympics	08/00	$39.95
Tenchu 2	08/00	$39.95
The Grinch	10/00	$39.95
Threads of Fate	07/00	$39.95
Tony Hawks Pro Skatr 2	09/00	$39.95
Torneko The Last Hope	09/00	$44.95
Triple Play 2001	03/00	$38.95
Valkyrie Profile	08/00	$44.95
Vanguard Bandits	06/00	$39.95

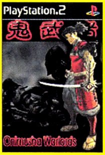
PlayStation
CHRONO CROSS
SQUARESOFT

'CHRONO CROSS' features a story line with multiple scenarios leading to several endings, set in a beautiful 3D world. Brand new battle system that allows the player a choice of fighting options, who to battle & when & where. Takes place 20 years after the events of Chrono Trigger.

EA (Roleplaying)
Release: 9/00
PSX
$39.95

Title	Release	Price
NBA Shootout 2001	11/00	$39.95
NCAA FB 2001	07/00	$39.95
NCAA Final Four 2001	11/00	$39.95
NCAA Gamebreaker 2001	08/00	$39.95
NFL Game Day 2001	08/00	$39.95
NHL Face Off 2001	08/00	$39.95
NHL Hockey 2001	09/00	$39.95
Need Speed 5	03/00	$39.95
PSX Dual ShockAsstd.	11/98	$28.95
PSX Memory CardAsstd.	08/98	$14.95
PSX System 1	09/00	$109.95
Parasite Eve 2	09/00	$39.95
Resident Evil Survivor	09/00	$42.95
Rhapsody	06/00	$42.95
Rockem Sockem Arena	11/00	$39.95
Roll Cage Stage 2	08/00	$24.95
Romance 3 Kingdoms 6	04/00	$43.95
SaGa Frontier 2	02/00	$39.95
Scooby Doo	11/00	$39.95
Spyro Year of Dragon	11/00	$39.95
Star Wars Demolition	09/00	$42.95
Super Bike 2001	12/00	$39.95

Title	Release	Price
WCW 2001	10/00	$39.95
WWF Smackdown 2	10/00	$42.95
Wacky Races	10/00	$39.95
Warriors Might & Magic	11/00	$44.95
Wheel of Fortune 2	09/00	$29.95
World is Not Enough	11/00	$39.95
X Men 3D Mutant Acad	07/00	$39.95
X Men Mutant Wars	11/00	$39.95



'ONIMUSHA: WARLORDS' Warlords are battling it out in feudal Japan and a young princess is kidnapped. Samanosuke, a lone swordsman, volunteers to rescue the sweet young thing. Some nasty demon warriors are standing in his way, and he must use all his skill and power to defeat them and save the princess. 3D backgrounds, realistic character animation and intense swordplay and exciting storyline.

Capcom (Adventure)
Release: 10/00
PSX2
$48.95

PSX2

Title	Release	Price
Age of Empires 2	11/00	$48.95
CART Fury	11/00	$48.95
Dark Cloud	10/00	$48.95
Evergrace	11/00	$52.95
ESPN Nat'l Hockey Nite	11/00	$48.95
Eternal Ring	11/00	$48.95
FIFA Soccer 2001	11/00	$48.95
Fantavision	10/00	$48.95
Gradius 3 & 4	10/00	$48.95
Gran Turismo 2000	10/00	$48.95
Kessen	11/00	$48.95
Legion Legend Excalibur	12/00	$48.95
Metal Gear Solid 2	11/00	$48.95
NBA Live 2001	11/00	$48.95
NFL Game Day 2001	10/00	$48.95
Oddworld Munchees Odys	10/00	$48.95
Onimusha Warlords	10/00	$48.95
PSX 2 Dual Shock 2	10/00	$33.95
PSX 2 Memory Card 8M	10/00	$34.95
PSX 2 Multi Tap	10/00	$34.95
PSX System 2	10/00	$299.95
Ridge Racer 5	10/00	$48.95
Smuggler's Run	11/00	$48.95
Snowboard SuperX	10/00	$48.95
Summoner	11/00	$48.95
Tekken Tag Team	10/00	$48.95
Unreal Tournament	11/00	$48.95
Wipeout Fusion	11/00	$48.95

COMPUTER GAMES & HARDWARE

Abomination	10/99	$27.95
Age of Empires 2	09/99	$39.95
Asheron's Call	12/99	$29.95
Baldur Gate w/EP 1	12/99	$38.95
Battlezone 2	11/99	$28.95
Bugs Bunny Lost Time	09/99	$28.95
C&C 2: Tiberian Sun	08/99	$42.95
C&C:TiberianSunFirestorm	03/00	$25.95
Daikatana	12/99	$28.95
Delta Force 2	11/99	$37.95
Descent 3	06/99	$26.95
Diablo 2	02/00	$42.95
Diplomacy	11/99	$39.95
EverQuest: Ruins Kunark	03/99	$34.95
Fate of the Dragon	08/00	$33.95
Forgttn Rlms Silver Ed	08/99	$28.95
Flying Heroes	05/00	$28.95
Gabriel Knight 3	11/99	$29.95
Grand Theft Auto 2	10/99	$28.95

Half Life	11/98	$19.95
Half Life Adrenaline Pk.	01/00	$39.95
Half Life Oppsing Frc	12/99	$27.95
Half Life:Game of Year Ed	07/99	$29.95
Homeworld	09/99	$28.95
Interstate 82	11/99	$18.95
Madden NFL 2000	09/99	$17.95
Master of Orion 2	11/96	$9.95
Messiah	02/00	$34.95
MS Flight Sim 2000 PE	10/99	$59.95
Myth: Total Codex	11/99	$19.99
Omikron: Nomad Soul	11/99	$28.95
Pharoah	11/99	$29.95
Planescape Torment	11/99	$39.95
Quake 3 Arena	12/99	$33.95
Quake 3 Arena Team Miss	09/00	$24.95
Rage of Mages 2	10/99	$22.99
Railroad Tycoon 2 Gld	09/99	$28.95
Rainbow Six Gold	06/99	$24.95

Rogue Spear	10/99	$35.95
Rogue Spear Platnium Pk	11/00	$39.95
Sims	02/00	$38.95
SimCity 3000 Unlimited	05/00	$37.95
System Shock 2	08/00	$18.95
Thief Gold: Dark Projct	11/99	$17.95
Tomb Raider 4	11/99	$28.95
Tomb Raider 5	11/00	$28.95
Unreal Tournament	11/99	$28.95
3Dfx Voodoo3 3500	08/99	$189.95
Diamond Monster MX400	02/00	$74.95
Elso Gladiac GeForce2	06/00	$329.29
Everglide Lrg Attk Pad	11/99	$15.95
Everglide Mouse Surf	11/99	$12.95
Fortissimo Sound Card	11/99	$45.95
Hercules3DProphetI 64MB	07/00	$399.95
Maxer Gamer 3D Prophet	10/99	$239.95
Saitek X-36 Cont Sy USB	03/00	$99.95
Saitek X-36T System	12/98	$69.95

DREAMCAST

Title	Release	Price
Aero Wings 2 Airstrike	08/00	$46.95
Castlevania Resurrectn	09/00	$46.95
Dark Angel Vamp Apoc	09/00	$44.95
Dave Mirra Free BMX	11/00	$44.95
Dragon Riders	10/00	$44.95
Dreamcast Controller	09/99	$29.95
Dreamcast System	09/99	$199.95
Dreamcast VMU	09/99	$29.95
ESPN NBA Tonight	10/00	$46.95
Ecco the Dolphin	08/00	$44.95
Evil Dead Hail King	10/00	$44.95
Fur Fighters	07/00	$46.95
GorkaMorka	11/00	$44.95
Half Life (Online)	09/00	$46.95
Heroes Might Magic III	10/00	$44.95
Jet Grind Radio	10/00	$46.95
Legacy Kain Soul Rvr 2	08/00	$48.95
Legend of Blade Masters	09/00	$39.95
Marvel Vs. Capcom 2	06/00	$42.95
NFL QB Club 2001	08/00	$44.95
Peace Makers	10/00	$44.95
Phantasy Star Online	09/00	$49.95
Prince of Persia 3D	09/00	$46.95
Pro Surfer	11/00	$34.95
Quake 3 Arena Online	09/00	$49.95
SWAT 3D (Online)	12/00	$46.95
Samba de Amigo	09/00	$49.95
Sea Man Forbidden Pet	08/00	$59.95
Sega Sports NBA 2K1	10/00	$49.95
Sega Sports NFL 2K1	09/00	$49.95
Sonic Shuffle	11/00	$46.95
Tokyo Extreme Racer 2	08/00	$46.95
Virtua Tennis	07/00	$38.95
World Series BB 2001	07/00	$48.95

GAMEBOY COLOR

Bust a Move Millenium	08/00	$28.99
Cruisin' Exotica	10/00	$28.99
Crystalis	07/00	$28.99
Dragon Warrior 1 & 2	08/00	$28.99
Gameboy Color System	05/99	$69.95
Gobs of Games	09/00	$28.99
Harvest Moon 2	10/00	$32.99
Men in Black 2	07/00	$28.99
NASCAR Racers	09/00	$28.99
Perfect Dark	08/00	$32.99
Pokemon Gold or Silver	10/00	$28.99
Sydney 2K Olympics	09/00	$28.99
Top Gear Pocket 2	05/00	$28.99
Turok Shadow Oblivion	07/00	$28.99
Wario Land 3	07/00	$28.99
Warlocked	07/00	$28.99

BOARD GAMES

Axis & Allies	11/94	$49.99
Battletech 4th Ed.	12/94	$21.99
Car Wars Deluxe	07/96	$21.99
Diskwars Asstd Armies	07/99	$8.99
Hera & Zeus	06/00	$17.99
Lionheart	10/97	$34.99
Monopoly Marvel Comics	10/99	$34.99
Monsters Ravage America	08/98	$34.99
New Diplomacy	03/00	$39.99
Reiner Knizias Vampire	04/00	$8.99
Risk	03/96	$37.99
Samurai Swords	04/97	$48.99
Settlers of Catan	11/96	$32.99
Stratego Legends	01/00	$26.99

HINT BOOKS

Digimon World	06/00	$12.99
Draconus	06/00	$12.99
Kirby 64	06/00	$14.99
Legend Zelda Majora PG	11/00	$12.99
Legend of Mana OSG	06/00	$12.99
Lunar 2 Eternal Blue	08/00	$17.99
Marvel Vs. Capcom 2	07/00	$12.99
Ogre Battle 3	09/00	$12.99
Perfect Dark	05/00	$12.99
Pokemon Gold & Silver PG	10/00	$12.99
Resident Evil Code Veronica	04/00	$11.99
Sega Sports NFL 2K1	08/00	$12.99
Starcraft	06/00	$12.99
Tenchu 2 OSG	08/00	$10.99
Threads of Fate OSG	07/00	$12.99

Visa, MC & Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Price, release, availability, shipping times & offer not guaranteed & are subject to change at any time. Hardware may require added S&H. Within 10 days defectives repaired or replaced at our discretion. After 10 days the manufacturer's warrantee applies. All sales final. S&H calculated on a per order, per shipment, and per item basis. The "per order" charge is charged once per order placed, the "per item" charge is charged once for each item ordered and the "per shipment" charge is charged once for each shipment we make to you. For each US order $10.00 will be allocated to a 12 issue subscription to Computer Games Strategy Plus. Call for details.

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'PLAYSTATION 2 SYSTEM' The future is now. 128 bits of pure power await you along with quick processing power & visual clarity. PS2 is backwards compatible with PS1 software. Features include 2 controller ports, 2 memory card slots, 2 USB connectors, an i.Link & supports DVD Video, audio CD & Dolby. Comes with Dual Shock controller, multi cable and power cord.

$299.95

Sony (Hardware)
Release: 10/00
PSX2

PlayStation.2
GT 2000
GRAN TURISMO

'GRAN TURISMO 2000' will give die-hard fans a chance to jump behind the wheel of over 500 vehicles. Drive around several courses in 3D interactive environments as you go for the ultimate speed rush!Using the calculation power of the PlayStation 2, the physics model is identical to that of a real car. Feel the speed as you maneuver through curves and shoot down straightaways.

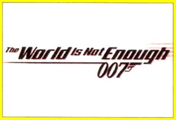
$48.95

Sony (Simulation)
Release: 10/00
PSX2

NINTENDO 64

Aidyn Chronicles	07/00	$59.95
Army Men Sarges Heroes 2	09/00	$39.95
Banjo Tooie	11/00	$49.95
Castlevania Spec. Ed.	12/99	$49.95
Command & Conquer	07/99	$49.95
Conkers Bad Fur Day	01/01	$59.95
Cruisin' Exotica	10/00	$52.95
Dinosaur Planet	12/00	$59.95
Donkey Kong 64	12/99	$54.95
Dragon Sword	08/00	$59.95
Duck Dodgers	09/00	$49.95
Earthbound	11/00	$59.95
Eternal Darkness	10/00	$52.95
ExciteBike	05/00	$44.95
F1 Championship	09/00	$39.95
Fighters Destiny 2	06/00	$42.95
Gauntlet Legends	09/99	$49.95
Golden Eye 007	09/97	$38.95
Greatest Arcade Hits 1	11/00	$42.95
Hey You Pikachu	09/00	$82.95
Hydro Thunder	03/00	$49.95
Indy Racing League 2K	06/00	$39.95
Jet Force Gemini	10/99	$45.95
Ken Griffey Jr BB 2	05/99	$49.95
Kirby 64 Crystal Shards	07/00	$49.95
Legend Zelda Majora Mask	10/00	$59.95
Mad Catz Analog Wheel	05/97	$29.95

Madden FB 2001	09/00	$49.95
Mario Golf 64	08/99	$44.95
Mario Party 2	02/00	$49.95
Mario Tennis	08/00	$49.95
Mega Man 64	09/00	$54.95
Mia Hamm Soccer	09/00	$49.95
Mickeys Speedway USA	11/00	$59.95
N64 Controller Asstd Color	10/96	$26.95
N64 Expansion Pak	12/98	$24.95
N64 Rumble Pak	09/97	$19.95
N64 System Asstd Colors	03/00	$99.95
NAMCO Museum 64	11/99	$28.95
NBA Courtside 2:3on3	11/99	$44.95
NFL Blitz 2001	09/00	$54.95
Ogre Battle 3	08/00	$56.95
Paper Mario Story	12/00	$49.95
Perfect Dark	05/00	$54.95
Pokemon Puzzle League	09/00	$49.95
Pokemon Stadium	03/00	$54.95
Ready 2 Rumble Boxng 2	11/00	$52.95
Resident Evil Zero	08/00	$52.95
Scooby Doo	10/00	$52.95
Star Wars Battle Naboo	10/00	$56.95
Starcraft	06/00	$44.95
Turok Shadow Oblivion	08/00	$49.95
WWF No Mercy	11/00	$52.95
World is Not Enough	11/00	$49.95


The World Is Not Enough
007

'THE WORLD IS NOT ENOUGH' is a 1st person shooting adventure. Choose from 40 weapons & gadgets to help Agent Bond defeat enemies while exploring over 10 new arenas & levels. Adversaries from the movie & N64 exclusive characters will battle or help James as he stars in another amazing adventure.

EA (Shooter) **N64** **$49.95**
Release: 11/00
PSX **$39.95**

MEDAL OF HONOR UNDERGROUND
SURRENDER?
COLLABORATE?
.........OR RESIST?

'MEDAL OF HONOR: UNDERGROUND' Lead Manon from the Resistance through her recruitment by the OSS to thwart the German onslaught. A dozen new weapons include pistol crossbow and the Panzerfaust. Complete 7 missions with over 20 levels, set in Europe and North Africa. Use fellow agents to crack safes, drive vehicles, crack codes and more. Battle a friend head-to-head in multiplayer arenas.

EA (Strategy)
Release: 10/00
PSX
439.95

PS2 ACCESSORIES

PL-600

FULLY ANALOG
Pressure Sensitive Touch

RETRO SHOCK 2

FULLY ANALOG PS2 CONTROLLER

- Fully Analog, Pressure Sensitive Buttons and D-pad
- Vibration Function Compatible
- Fully Programmable
- Tactile Palm Grips for Added Comfort
- Ergo-action D-pad for Greater Comfort and Performance.

WIRELESS DVD REMOTE II

PL-609

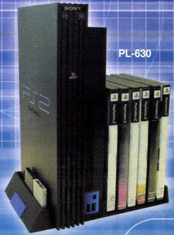
Featuring:
Controller Pass-Thru Port

- Fully functional Wireless DVD Controller Allows Simultaneous Use Of PS2 Controller And DVD Remote
- Full Function Control For DVD Video, Music CDs & PS2 Games
- Stylized Comfort Design

PL-637

DVD/CONTROLLER STORAGE

- Cool design
- Holds up to 14 DVD cases and two PS2 controllers



PL-630

PS2 VERTICAL STAND

- Saves Space
- Secures PS2 in it's vertical position

PL-636

DVD REPLACEMENT CASE 3 PACK

- Replaces existing DVD and game cases
- Integrated memory card holder

G-GRIP 2

PL-638

- Improves Tactile Feedback
- Enhanced Rubber Grip
- Added Comfort

8 MEG
MEMORY CARD
PELICAN
ACCESSORIES

8 MEG MEMORY CARD W/CASE

PL-615

- Case included
- Rubberized sides for better grip when removing

PL-610

COMPONENT CABLE

PL-616

I-LINK

PL-614

OPTICAL VIDEO CABLE

PL-612

EXTENSION CABLE 10FT

PL-613

S-VIDEO CABLE

PELICAN
ACCESSORIES

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FOR **PS2**
PLAYSTATION®2
Computer Entertainment System
ALSO COMPATIBLE WITH
PLAYSTATION® & PS one

PL-606

FREEDOM SHOCK 2
WIRELESS CONTROLLER SYSTEM

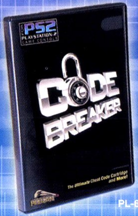
- Wireless controller with RF technology
- Fully Analog controller
- Sleep Mode for power management
- Up to 30ft of Freedom

900 MHz
Wireless Controller

FULLY ANALOG
Pressure Sensitive Touch

Leading the Way

for PS2 controllers and accessories



PL-650

CODE BREAKER FOR PS2

- Built in Codes
- Cheat Code Generator
- Compatible with other manufacturers game codes

PlayStation
RTSTER

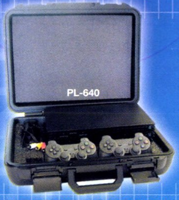
PL-392

FEATURING
TCS
(Traction Control System)
Minimizes oversteer, improves handling on the tightest curves.

PlayStation

SPORTSTER

- Licensed for PlayStation® Game Console
- Compatible with PlayStation® 2 Game Console
- Dual Vibration Motors
- Gas & Brake Analog Paddles
- Rubberized Steering Grips
- Digital Acceleration Gauge for Floor or Table-Top Play



PL-640

HARD CARRYING CASE FOR PS2

- Great for rental stores
- Holds system, controllers, cables, and memory card.
- Great for travel

PL-620

VERTICAL MULTI-TAP

- Designer look
- Fits 4 PS2 controllers and memory cards
- Supports PS2 in it's vertical position

PL-625

4-WAY SYSTEM SELECTOR

- Cool designer look
- 4 S-Video/AV Inputs
- Interchangeable name plates for identifying each system

RF SWITCH for PS2

PL-611

DESIGNER RF SWITCH

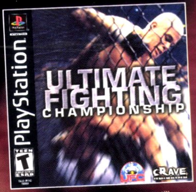
- Gold leads
- Designer look

IT'S HARD TO SAY UNCLE WHEN YOU DON'T HAVE ANY TEETH

Tons of fighting styles, including: boxing, wrestling, jiu-jitsu, submission and kickboxing.

Step into the Octagon as one of over 20 top UFC fighters with all their skills, moves and attitudes.

3-D photo-mapped polygon characters capture every physical detail, from sweat down to tattoos.



Also available for Sega Dreamcast™ and Nintendo® Game Boy® Color.

PUNCH, KICK, GRAPPLE and **WRESTLE** your competition into submission as an authentic UFC fighter in ultra-realistic, full-contact bouts.

Are you ready for the Ultimate Fighting Championship™?

STEP INTO THE OCTAGON™ AND FIND OUT

ULTIMATE FIGHTING CHAMPIONSHIP™

TEEN
Animated Blood
Animated Violence
CONTENT RATED BY ESRB

Game Critics Award BEST OF E3 2000 www.e3awards.com

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FIGHT LIKE A MAN UFC
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UFC
www.seg.com

CRAVE ENTERTAINMENT

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Only one game has this kind of effect on people. Introducing Kessen, the military conquest experience so epic it could only happen on Playstation 2. Immerse yourself in the world of 17th century Japanese warfare, where you command huge armies through sweeping

RATING PENDING RP CONTENT RATED BY ESRB

KOEI

PlayStation 2

ELECTRONIC ARTS

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You can always tell who's been playing Kessen.

landscapes to wage history-deciding battles. To get a taste of this spectacular new DVD title, preview its eye-popping screen shots and adrenaline-pumping battle sequences on our website.

KESSEN 決戦

www.kessen.ea.com

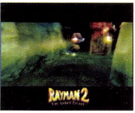
Non-Playable Demos

Spyro: Year of Dragon

Players: 1 • **Availability:** Nov. • **Developer:** Insomniac • **Publisher:** Sony CEA • **Genre:** Action

Crash Bash

Players: 1-4• **Availability:** Nov. • **Developer:** Naughty Dog • **Publisher:** Sony CEA • **Genre:** Action



Rayman 2: The Great Escape

Players: 1 • **Availability:** Now • **Developer:** Ubi Soft • **Publisher:** Ubi Soft • **Genre:** Action

Next Month's Demo Disc

Playables:

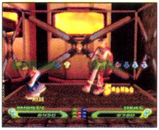
Spyro: Year of The Dragon, Crash Bash, Ultimate Fighting Championship, Jarrett & LaBonte Stock Car Racing, Incredible Crisis

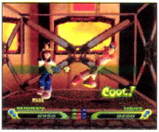
Non-Playables:

Metal Gear Solid: Sons of Liberty, Driver 2, Final Fantasy IX, Star Wars Demolition, Cool Boarders 2001

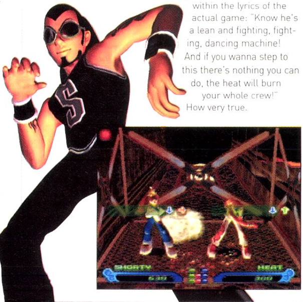
Bust-A-Groove 2

"Watch out world! Why? Here comes trouble." With the preceding prophetic lyrics, the highly unusual yet highly entertaining Bust-A-Groove is back and ready to groove you down to your very core. Bust-A-Groove isn't as immediately appealing as its main competition (namely PaRappa, Lammy and Dance Dance Revolution), but it's not without a certain charm. So how does the game work? It's a one-on-one dance-off, complete with attacks and dodges. Naturally, the better you perform, the more points you get. As in real life, the key to dancing success is timing and rhythm (or for those of us who lack any type of coordination, a lot of alcohol and the hope that nobody will remember). Each dance segment is broken down into four beats, represented by the directional pad and the Circle, Triangle, Square and X buttons.





Successfully complete the first dance bar and you'll be rewarded with an extended dance solo, which obviously means more points for you. Having problems with a pesky opponent stealing the spotlight? Attack him! No, not physically (although that would be an interesting concept in a music game). Landing an attack nets you a cool 1,000 points, and it also steals any upcoming solo from your foe. You can also perform reversals and dodges in case your opponent gets the same idea. If you got enough funk to buy the full version of Bust-A-Groove 2, you can look forward to 18 characters, each with his/her/its own theme stage and song. Words of wisdom for Bust-A-Groove 2? The only advice we can offer is within the lyrics of the actual game: "Know he's a lean and fighting, fighting, dancing machine! And if you wanna step to this there's nothing you can do, the heat will burn your whole crew!" How very true.

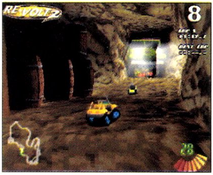


EVERYONE E CONTENT RATED BY ESRB

△	Command	L1	Not Used
□	Command	L2	Not Used
○	Command	R1	Attack/Reversal
✕	Command	R2	Dodge

Players: 1-2 • **Availability:** August • **Developer:** Enix • **Publisher:** Enix • **Genre:** Miscellaneous

RC Revenge



The information screen at the end of this month's RC Revenge demo makes it a point to mention that this particular game features a "high framerate." Not a marketing tagline you see on the box for most games, but important nonetheless. You see, RC Revenge is actually the sequel to Re-Volt, a game that was panned last year largely due to a near-unplayable framerate. Has Acclaim properly remedied the problem in the sequel? Not quite yet, but RC Revenge is on the right track, so to speak. Another framerate boost and some control tweaking (powersliding in particular) can make this one a worthy addition to the already-large PlayStation cart racing family. The final version will feature eight selectable cars along with eight counterpart boats for water levels (a nice touch), five different "theme" areas for a total of 30 tracks, mirro courses, power-up items, branching pathways...you get the picture.

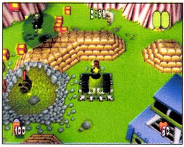
EVERYONE E CONTENT RATED BY ESRB

△	Flip Vehicle	L1	Reposition Car
□	Brake/Reverse	L2	Look Backwards
○	Use Item	R1	Handbrake
✕	Accelerate	R2	Not Used

Players: 1-2 • **Availability:** Now • **Developer:** Acclaim • **Publisher:** Acclaim • **Genre:** Racing

Team Buddies

What can be inadequately described as a mix of Bomberman and StarCraft, Team Buddies (which is now going by the name Battle Buddies) is one of the more unique PlayStation titles coming down the 2000 pipe. As commander of your Buddie squadron, you're charged with various missions ranging from trash collection to defending your base and keeping dogs armed with machine-guns at bay (as is the case with the demo level). How does one accomplish these tasks? One word: crates. Stack the abundant supply of crates that magically descend from the clouds onto your stacking pad to generate all sorts of gadgets, weapons and vehicles. The more crates stacked, the more powerful item produced (and if you can, steal the other guy's crates too). But watch out! While you're hard at work, the enemy can sneak into your base and it's game over. The final version of Team Buddies will contain 64 single-player missions, a four-player split-screen mode with capture-the-flag, and different Buddie "classes" (e.g., medic, infantry). Keep your eye on this one folks, the *OPM* psychic has a feeling...



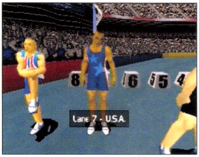
EVERYONE E CONTENT RATED BY ESRB

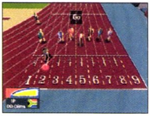
△	Swap Buddy	L1	Rotate Camera
□	Fire Weapon	L2	Order to Build
○	Open Crates	R1	Strafe/Target
✕	Jump/Accelerate	R2	Binoculars

Players: 1-4 • **Availability:** Fall • **Developer:** Osiris Studios • **Publisher:** Midway • **Genre:** Action

Sydney 2000

Every four years, the world's best amateur athletes gather to compete in various events of strength and stamina, all in the name of excellence of sportsmanship. Unfortunately, the closest you or I will ever get is lying down on the couch playing Sydney 2000 in our underwear. No matter—being a virtual Olympic champion is close enough to the real thing, and you'll get to play along with all your favorite Olympians during the summer games. Information on this game is rather limited, even though it's so close to the release date. But at least we have a list of all 12 events included in the final game: 100m sprint, 110m high hurdles, hammer throw, javelin, high jump, triple jump, 100m freestyle swimming, Olympic sprint cycling, skeet shooting, super heavyweight weight lifting, 10m platform diving and the kayak K1 slalom. Sydney 2000 offers a wide variety of events (no water polo? Boo!). Why bother going for the gold with some no-name whom the world will forget once the World Series starts? Sydney 2000 has a training mode that will allow you to unleash the hidden power of your athlete. We're still not sure how much fun video treadmill running or medicine ball twists can be, but we're pretty open-minded. Your Olympic hero (apologies to Kurt Angle) can hail from one of 32 countries; but sadly, the traditional Olympic powerhouse Trinidad & Tobago didn't make the cut. Demo advice: The only event available to you is the 110-meter high hurdles, and the first attempt at a race is a bit frustrating—the timing of the jumps is difficult to get down, as is trying to get your character up to a competitive speed. Just keep at it. And who knows? At the rate the modern Olympic games are going, maybe video gaming will show up in four years as the next demonstration event.

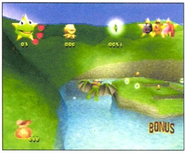




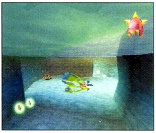
△	Hurdle	L1	Not Used
☐	Hurdle	L2	Not Used
○	Run	R1	Not Used
✕	Run	R2	Not Used

Players: 1-8 • **Availability:** August
Developer: Attention to Detail •
Publisher: Eidos • **Genre:** Sports

Muppet Monster Adventure



Kids have been growing up with the Muppets through *Sesame Street* and various movies for well over 30 years, yet strangely, games based on the unique cast of puppets have been relatively sparse. The very-marketable Muppet license has been mostly used in a string of educational games for the PC. Finally Midway has taken the next obvious step and put the lovable Muppet gang in their very own platform adventure. First glance reveals a typical 3D platform game complete with item collection and boxes with more items inside. It's difficult to tell what the finished product is going to turn out like at this point since our demo is limited to only one regular level and a boss fight, but there are already some cool ideas being implemented—Robin (Kermit's nephew) being able to morph into several useful monster forms (flying vampire frog, Monster Fozzie Bear) for one. Let's just hope there'll be more to the gameplay than simple star collecting. This one will appeal to the kiddies for sure, but it might also garner a look from gamers who are more seasoned and in search of a light-hearted romp to break up a string of serious RPGs and action games. Here's a parting tip for the boss encounter: You don't need to jump to another platform to avoid the streaking green lights; just hop over them.

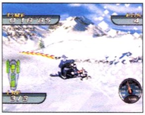


△	Morph Action	L1	Activate HUD
☐	Glove Attack	L2	Rotate Camera
○	Spin Attack	R1	Run
✕	Jump	R2	Rotate Camera

Players: 1 • **Availability:** ????
Developer: Jim Henson Interactive
• **Publisher:** Midway • **Genre:** Action

Sno-Cross Championship Racing

Yeah, we know. We were thinking "Sled Storm knockoff" too. It's kind of hard not to, really—snowmobiling games never really took off until last year's outstanding Sled Storm, so it's only natural that we're a little reserved about a crop of new sled games (this month's disc alone features two, both of which have the phrase "SnoCross" in the title. Things that make you go hmm...) Based on the demo, Crave's offering appears to be a competent contender, but be sure to check out our review later in this issue. In completed form, SnoCross will have multiple circuits, upgradeable snowmobiles, a trick system, a hill-climbing mode, and even a course editor—definitely enough to set it apart from the competition. SnoCross Championship Racing should be out in stores by the time you read this, so sled fans will have a chance to shred the powder in August, pulling off all kinds of tricks like a madman.



What-mobiling?

Lived in a warm climate your whole life and don't know much about snowmobiles? Then surf on over to www.snowmobile.org, home of the International Snowmobile Manufacturers Association, where you can learn such interesting factoids as these:

- **"Snowmobiling is a family sport. The average number of individuals within a family that snowmobiles is three."**
- **"Snowmobilers typically travel 30 to 75 miles to favorite riding areas or on favorite trails."**
- **"In remote portions of Canada and the U.S., snowmobiles are some citizens' primary source of transportation."**

TIME
0'24"25
POS
4
LAP
3/3

△	Change View	L1	Not Used
☐	Brake/Reverse	L2	Not Used
○	Trick	R1	Rear View
✕	Accelerate	R2	Not Used

Players: 1-2 • **Availability:** August
Developer: UDS • **Publisher:** Crave
• **Genre:** Racing

Disc Problems?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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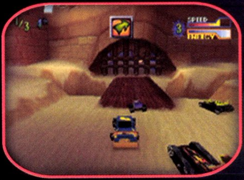
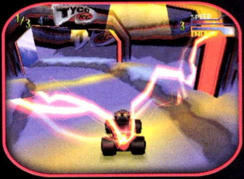
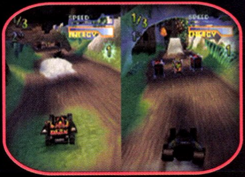
Crash & Bash
your way through
eight hazard-filled
environments


1/3
SPEED
ENERGY

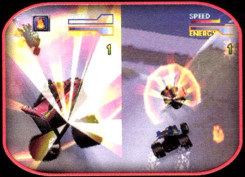
Supercharge
your vehicle
with a turbo injection
of high-speed energy


TYCO RC
SPEED
ENERGY

Play Off-Road
bumper cars
with split-screen
head-to-head racing


1/3
SPEED
ENERGY

Smoke
your opponent
in Battle Mode.
One of five hair-raising
modes of play


SPEED
ENERGY

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EVERYONE
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CONTENT RATED BY
ESRB

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the rivalry and spirit of college football. It'll get in your head and stay there.

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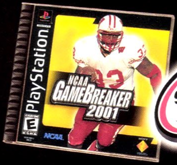

989 SPORTS

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM Box Of Joy*. Please refrain from sending more than one e-mail or we will simply delete all of them, dance happily around the vacated mailbox–high-fiving in that jestful, riant *OPM* way.

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10 PAGES OF TRICKS & STRATEGIES
Official U.S. PlayStation Magazine
OVER 500 GAMES RATED
Check Out the FUNK SOUL BROTHER On PlayStation2
SOUL REAVER 2
COUNTDOWN TO LAUNCH: PLAYSTATION2
IF WE RAN THE VIDEOGAME INDUSTRY
EXCLUSIVE PLAYABLE DEMOS

's Time to Give the Consumer a Break.
LADIES LOVE GAMES TOO!
NOT ASHAMED TO GAME

LETTER OF THE MONTH

I've been a devoted female gamer all of my life, cutting my teeth on games like the original Frogger and Pac-Man.

Years passed and I moved onto bigger, better systems. I played with such fervor that I developed chronic callouses on both thumbs (praise analog sticks!) and could boast razor-sharp reflexes that whittled away at my chump guy friends' big talk.

Sadly, I stand alone in this. True girl gamers are a rare find. Often considered a "butch" trait, girl gaming has never been a popular trend and probably never will be, although I would love to walk down to Funcoland and hear girls clamoring over the latest Squaresoft game as though it were the latest Backstreet Boys CD.

I am also aware that being considered "immature" is one factor contributing to females not becoming serious gamers. My own experiences working in retail, especially during Christmas, has been a crash course in gamer psychology. Guys are ashamed to be seen buying games in front of a girl cashier and parents buying video games for their adolescent children are ashamed that their kids haven't "grown up" yet. One of my girl customers nearly died of embarrassment while buying a gaming magazine until I told her that I had the same issue myself. She was shocked, to say the least.

A pet concern of mine is the media's superfluous portrayal of video game violence. A mother myself, I know what's appropriate for my child and what's not. I still advocate a ratings system enforcement, though, for those gamers out there who can't handle mature themes and carnage simulators without becoming serial killers or threats to themselves. We have to concern ourselves with the impressionable young mind, but not overbearingly. Parental involvement is the best deterrent to violence out there, and I'd hate to see mature video games getting shot down or watered down to the point of being unplayable due to a handful of people's irresponsibility with the potentially damaging effects of M-rated games. Folks, let's get with it!

Amber Ross
Danville, IN

Bravo, Amber! We couldn't agree with you more. Gaming is entering the mainstream like never before and no one should be ashamed to have fun, which is the ultimate point of gaming. There's a stigma attached to gaming that makes it seem like a particularly male-oriented pastime, but as the evolution of female gamers continues, we clearly see the ridiculousness in that. The PS2 will hopefully lead non-gamers (men and women alike) to a console near you!

900 Ways to Say Tony Hawk

How on earth do you land that blasted 900!? It looks as impossible as saying "shut up" to a parent and getting away with it.
Garrick Suemith
Alexandria, VA

The key to landing the 900 in THPS1 (and THPS2, as well) is to get the biggest air possible...duh. Start off in Woodside and go to the half-pipe. When you start getting decent air, start doing combos, at least two every time you launch off the ramp (remember to hold down X until you're hopping off the ramp). After a couple of these you'll have the air you need and your special meter built up. Tap right, down, O and Tony will start his mad phat spin. Sometimes it's location that dictates if you'll get enough height or not. As far as the "shut up" thing, the 900 is way easier to get away with.

If you've got problems accomplishing a task in a game, e-mail **OPM@ziffdavis.com** with the words "Trick Help" in the subject line.

Solid Snake on the Demo?

Is it true that the new demo disc has the MGS trailer within? I heard somewhere that it does. If you could verify this with an answer, I would be grateful.
Aaron Rose
the_plague5@hotmail.com

The truth is this: The Metal Gear Solid 2 trailer, in its entirety, will appear on our demo disc for our November issue. We're as eager as you are.

Race Schism

I'm writing to complain about your remarks in the July 2000 issue. In your review section you compared skateboarding games and made a comment on the coolest areas to skate and listed under Grind Session: "Detroit: USA's Murder Capital." I find this to be a blatantly racist remark considering the majority of Detroit's population is black and all of your critics are white. How can Detroit possibly be the "Murder Capital" when New York has about 10 million people living in it and Detroit doesn't even have 1 million? Answer me that smart guys. Why couldn't you have said, "Detroit USA's Motor City, Motown, home of the righteous Red Wings, Terrible Tigers, or Lousy Lions." I wonder if you guys even have the balls to respond to this. If you do then please include an apology to the citizens of Detroit.
Michael Tucker
ag4711@wayne.edu

We'll bother to say that there was no ill will intended, but the statistics we found at the time indicated that Detroit's homicide figures were the highest. As with anything though, statistics can be used to show pretty much anything, so it could be argued that any number of cities are the "murder capital." Quite frankly, we don't know the race ratio in Detroit. We only know that we hate the Red Wings and that they make cars there. Some pretty good, some crappy, and some just ugly. Pontiac Aztec? Ugh.

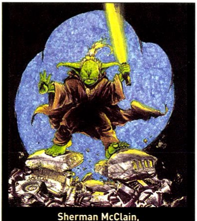
Funny Money

I really think making a "Who Wants to Be a Millionaire" game for the PlayStation is a joke! I like trivia and Regis just as much as the next guy, but don't you think that playing this game at home kind of takes the fun out of winning all that money?!
Christopher
Lancaster, California

We thought the exact same thing until fellow editor Joe Rybicki opened up his mail to find he was awarded a $125,000 check signed by Regis. Now it's nothing but velour suits and two-toned wingtips for our illustrious staff bald-man.

The Reader Art Challenge

Each month we pick one exceptional piece as our Reader of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submission This month we couldn't resist the usually cute and cuddly Yoda acting like a badass with a lightsaber in tow.

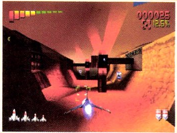


Sherman McClain,
Rosenberg, TX

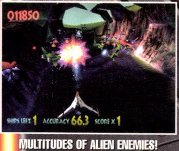
IN SPACE, NO ONE CAN HEAR YOU SCREAM FOR YOUR MOMMY.

Galaga

Destination EARTH

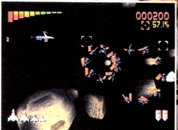


ALL NEW CHALLENGE STAGES!

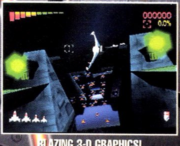


MULTITUDES OF ALIEN ENEMIES!

Wave upon wave of pitiless alien attack craft stand between you and an Earth worth living on. This is the all-new GALAGA. There is no diplomacy. No alliances. No sissy strategy. Just a warp-speed plunge into the teeth of a relentless alien armada. It's simple...destroy all spaceships...or run screaming into the cold vacuum of outer space. Consider yourself warned.



9 GIGANTIC, ALL-NEW WORLDS!



BLAZING 3-D GRAPHICS!

EVERYONE E CONTENT RATED BY ESRB
Mild Animated Violence

GAME BOY COLOR

PlayStation

PC CD ROM

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> "Now RPGs force players to push buttons and watch the screen for results. The games have become like programmable cartoons, not interactive adventure quests."

Hp 141/162
mp 96/ 96
20
20
20

An RPGer is Born

Over the years, my collection of PS games has been everything but RPG, mainly due to a fear that I would not enjoy them as much as other games. I never understood RPGs until I began reading your magazine. Now my eyes have been opened to a new world. I recently noticed the multiple reviews and ads for RPGs and was extremely curious about why they're so popular. I got up the guts to buy "Threads Of Fate," and was astonished. The storyline, graphics and characters have reformed my game genre of choice. I am now proud to say that the RPG genre has given birth to a brand new fan.
jediknight3000@juno.com

Now all that needs to be done for the world to exist in perfect gaming harmony is have all the RPG-only kinsman give those athlete-type, tackle football games a whirl.

PlayStation Paves the Way

I'm writing to say how much the PlayStation has contributed to my life. Before I got my PS I was always fidgety and bored and I didn't try very hard in school. But the PlayStation helped me find an artistic focus. It expanded my imagination. After playing RPGs and adventure games like Metal Gear Solid, I started to read sci-fi books like a maniac! I hated reading before that. Ever since having a PlayStation I've tried twice as hard in school, gained more confidence in my artistic and social skills and my writing skills have increased 110%. Thanks to *OPM* and the PlayStation for helping me out!
Chad Casey
Mexico, MA

Our crusade to inspire and invigorate the world continues!

THE SOAP BOX

I'm curious as to the recent popularity of turn-based RPGs like Final Fantasy and Wild Arms. I'm not a fan of turn-based "action" and cinematic, console-controlled games.

RPGs should be about adventure, exploration, a multitude of different weapons, magic and spells, and creatures that are fought in hand-to-hand combat.

Why the change in play style? Now, RPGs force players to push buttons and watch the screen for results. The games have become like programmable cartoons, not interactive adventure quests. Please help!

Also, why the recent trend in cinematic cut-scenes? Are these easier to program than extra game levels? I'd prefer cut-scenes to be eliminated in favor of more hours of gameplay. I don't need the bells and whistles. Give me a game with teeth, something to challenge me and keep me moving at all times.
simon1@bignet.net

Got something you want to rant about? Get on our soap box and vent. E-mail us at OPM@ziffdavis.com and mark the subject line SOAPBOX

Graveyard Musings

As far as having Sarah Michelle Gellar in your June issue: I've always thought graveyard-stompin', bazooka-totin' lissome blonde women were *perfect* role models for society. The salient point, though, is that the early screens from the Buffy game look like *suck*! I mean, they are truly *ugly*. What's with Fox Interactive, anyway? Can't they afford decent artistic talent when it comes to such a potentially lucrative franchise?
Anonymous
Manasota, FL

For all the Gellar fantasizers and those critical of the early screens: hope for huge success for Ms. Buffy's first PlayStation game so we shall see sexy Sarah on the visually exquisite PS2.

Love Will Find a Way

My girlfriend lives far away from me so most of the time the only way we keep in touch is via phone or Internet. Some of the specs for the PS2 indicate you can play games over the Internet. When can I expect that ability for my PS2? My girl is getting one soon after I do. I daydream of letting her wallop me at Tekken Tag Tournament. Help me out here.
Arthur Williams
sephiroth156@hotmail.com

Sony is still working on their broadband Internet strategy to try to jumpstart the process. Hopefully—and now we're really rooting for this so you and your girly stay together—they'll have something in place by the middle of next year. It's possible that some 3rd party might take advantage of these connectivity options even sooner.

Keeping you Abreast

In your preview of Fear Effect: Retro Helix, it looks like the screenshot of the blonde is showing an exposed breast. Am I wrong?
Mari L. Muhle
Denver, CO

If we would have realized how lewd that picture happened to be we would have kept it all to ourselves! From now on we'll keep you abreast of this titillating screenshot.

QUICK HITS

EXXXTREME
Are there any plans for a cool skateboarding game for PS2?
thesk8kid@juno.com

Tony Hawk 3 was just announced for PS2 and we couldn't be more excited.

BLOODY BLISS
The Blade game is going to be the feel-good game of the year!
Luis Soto, Jr.

If slaughtering people inspires you to "feel good" then you, too, will love this game!

READERS' MOST WANTED

1. Metal Gear Solid 2
2. Final Fantasy IX
3. Legend of Dragoon
4. Tony Hawk 2
5. Silent Scope
6. Chrono Cross
7. Madden NFL 2001
8. Circuit Pro Bowling
9. Gran Turismo 2000
10. Driver 2

E-mail your most wanted list to **OPM@ziffdavis.com** Mark the subject MOST WANTED.

Official Contest and Sweepstakes Rules

OPM READER ART CONTEST Official Contest Rules:
1. No Purchase Necessary: To enter, send an original piece of game-related art along with your name, address and phone number to "Reader Art" Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Reader Art Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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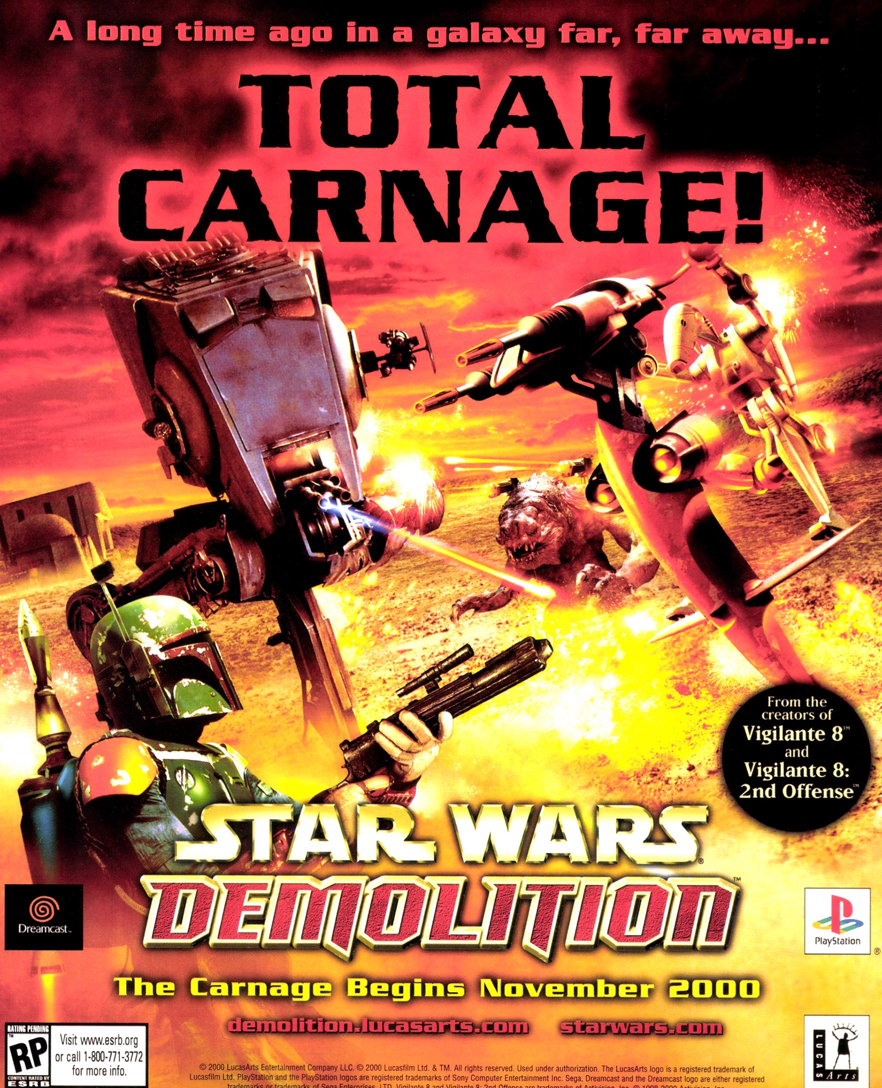
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Dolby or not Dolby?

Just recently I heard an ugly rumor while at Babbages. A pimply faced teenaged employee told me that while the DVD player on the PlayStation2 will play DVD movies, it will not be able to support the true digital sound that a regular DVD player will put out. Was that guy lying or what?

Carl Salerno
MrCattivo@aol.com

It might have been the acne medication gone haywire, because this kid was way off. The PS2 definitely features Dolby Digital and DTS, and boy, does it sound extra sweet.

Noise Pollution?

Tony Hawk's Pro Skater is a pretty good game and all—but who the hell picked the music? I know that good music can often pump you up for the game. But this game's music didn't thrill me in the slightest. Is skateboarding supposed to be considered "punk"? It seems this game may want to create that image—either that, or the person who picked/mixed the music was on a serious drug overdose. The example of just plain bad and punk music especially applies in one of the game's songs. I don't know the group and I'm dang glad I don't. The one line that confused me the most was "I am the ambassador—I'll kick your assater." What the hell is an assater? If that music was supposed to get me in the game's "mood," it sure scored a big "F" with me.

Jarrett Zeman
TrekRocks5@aol.com

Activision asked skaters from the game what *they* listened to, so that's how the music was chosen. We'll trust their credibility. And, as far as what an assater is, it's what gets kicked if you misunderstand the point of a song.

Throwin' a Beat Down

Do you know if Capcom is planning to release Marvel Vs Capcom 2 for the PlayStation 2? If they are can you please tell me when the scheduled release date will be?

P610C@cs.com

Once we hear any news from Capcom, we'll let you know.

QUESTION OF THE MOMENT

This month you discuss the new PSone. Next month, we'd like to turn your attention to the PS2 game you're most anticipating. Which one will you buy first? Which one won't you buy at all? E-mail your thoughts to OPM@ziffdavis.com. Mark your notes PS2 Games.

I think the idea of the PSone is really stupid. I mean, who would want to buy the PSone after they already have the better PS2? Nobody will buy the new system just because it has an LCD monitor and it's smaller.

Chris Cotto
Bigdad603@aol.com

I think the PSone is a really cool idea and I will definitely buy one for when I'm on a long car ride.

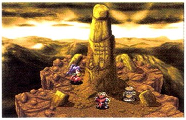
Justin Hutchens
Iguana1986@Hotmail.com

With the PSone coming out before the PS2, it just means that PlayStation games will stay in production for awhile. Really, though, the gaming industry will do anything it can to make money and the smart way to do that is to keep making games for both systems.

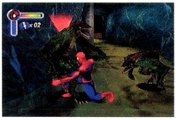
Drew Richardson
morphius2007@hotmail.com

Screen Caption Contest

Every month we run a pic, and it's your job to come up with a witty caption that makes us laugh so hard our heads fall off. E-mail your captions to **OPM@ziffdavis.com** and mark the subject **CAPTION CONTEST**. The new contest picture (below) should be easy enough.



WINNER!
The inscription reads: Here lies the man from Nantucket...
Jim Seymour
stickfrog74@hotmail.com



NEXT MONTH
Think of something wickedly raucous and drop us a line.

QUICK HITS

DRIVE ME CRAZY

I heard a rumor that Crazy Taxi is coming to the Playstation 2. But, I don't believe it.

Pat Francis
Punxtar18@hotmail.com

Nothing has been confirmed just yet, but we're crossing our fingers and wearing our seatbelts.

WE GOT NEXT

Why hasn't there been a WNBA game made yet? I am a male and enjoy the NBA more, but I'd like to play a WNBA 2001 game.

Nik24943@cs.com

The most likely scenario would be to have unlockable women's teams in the NBA games, but don't hold your breath.

CORD QUERY

Will a PSone controller cord extension work for the PS2?

mburningham@wfol.net

It shall, it shall.

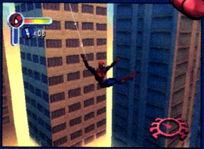
RPG MAKER

I called stores where I live and none of them have any idea on a release date for RPG Maker. What's up?

Christopher Newswanger
verticality@onemain.com

Latest news says a September release is imminent. Cross your fingers.

"...the best superhero game ever..."
OPM
August 2000



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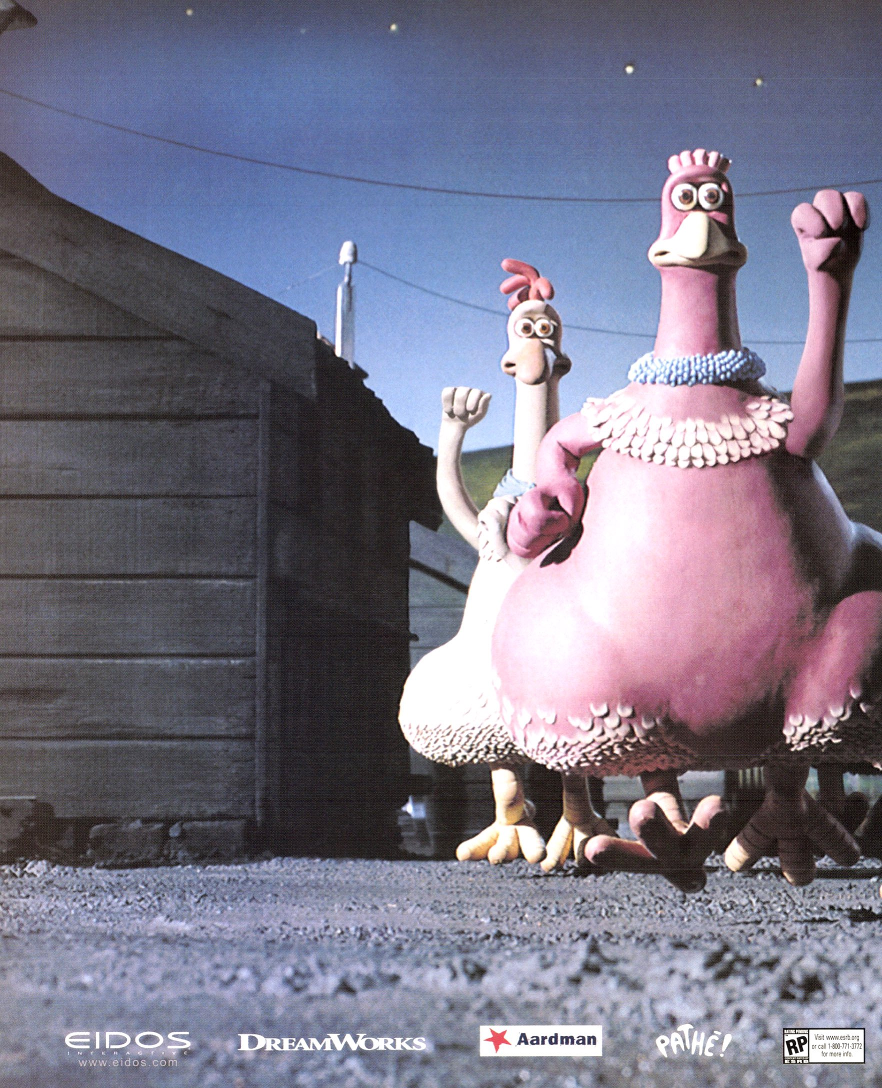

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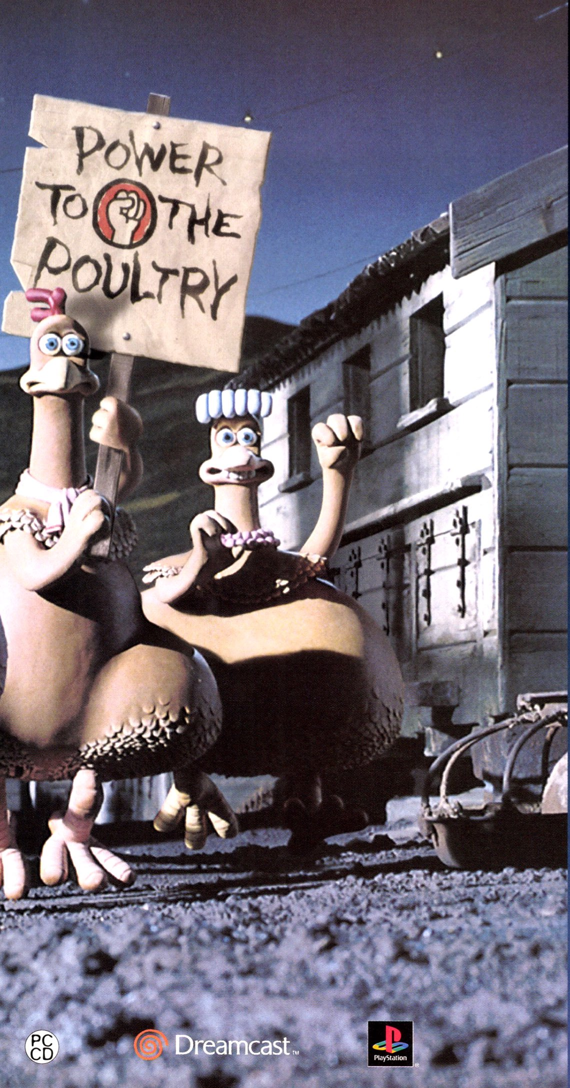

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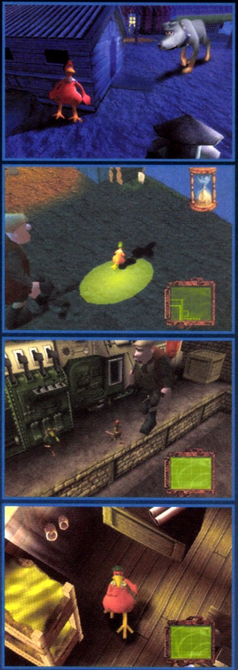

In this 3D action adventure, it's up to you to lead Ginger, Rocky and their feathered comrades in an attempt to escape Farmer Tweedy's deadly pie-making operation. Using stealthy, strategic moves rather than pure firepower, you'll sneak around the farm collecting your tools of escape while avoiding the evil farmers and their bloodthirsty dogs.

What are you, chicken?

CHICKEN RUN™

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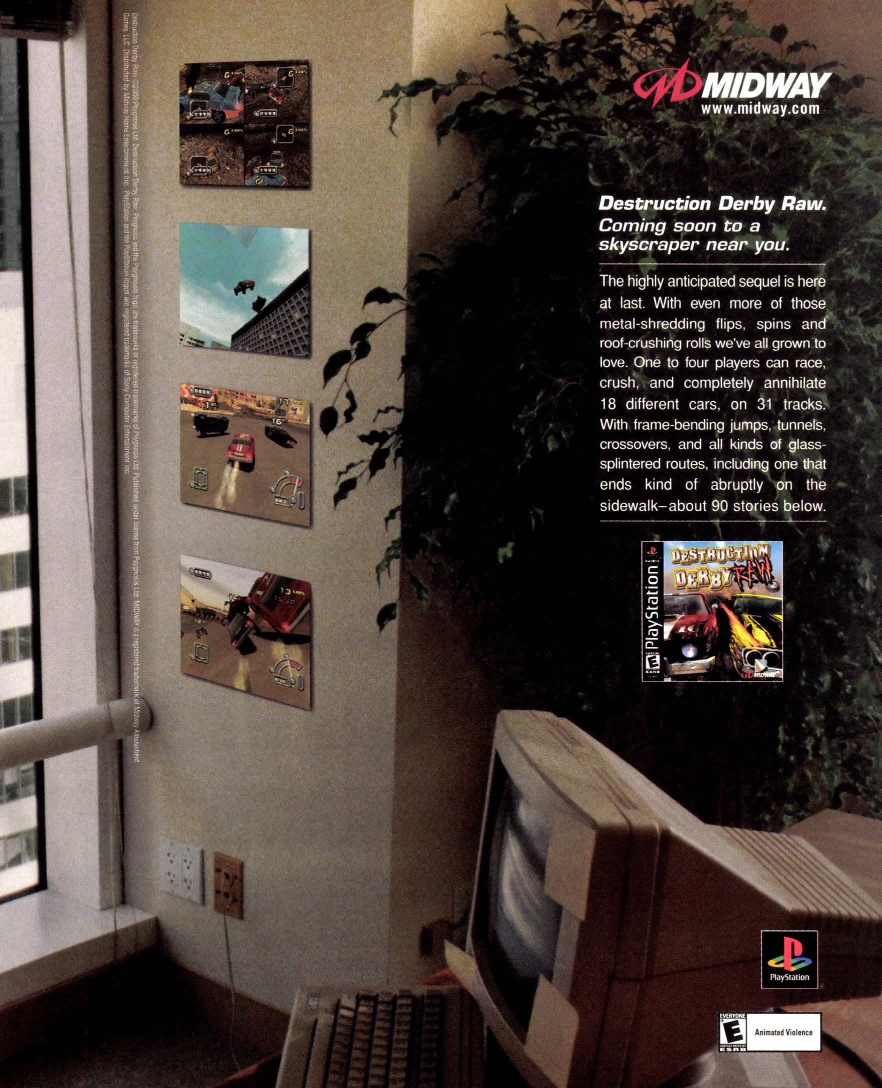
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Animated Violence

Destruction Derby Raw.
Coming soon to a skyscraper near you.

The highly anticipated sequel is here at last. With even more of those metal-shredding flips, spins and roof-crushing rolls we've all grown to love. One to four players can race, crush, and completely annihilate 18 different cars, on 31 tracks. With frame-bending jumps, tunnels, crossovers, and all kinds of glass-splintered routes, including one that ends kind of abruptly on the sidewalk–about 90 stories below.

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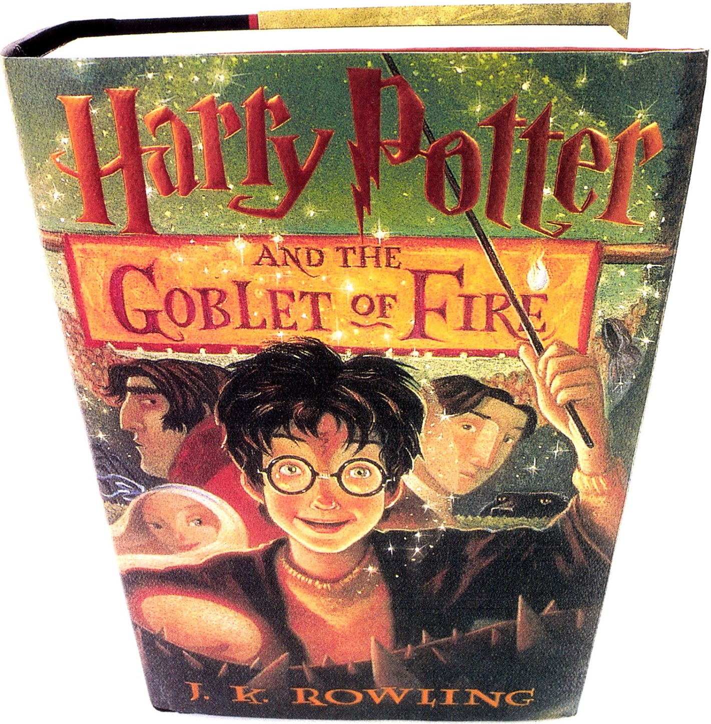


EA PENS POTTER GAMES

Electronic Arts grabs a magical license

In the two days following its July 8 U.S. release, 5.1 million copies of *Harry Potter and the Goblet of Fire* were sold. As of this writing, the four Harry Potter books hold the top four slots on the *USA Today* top 25 best-seller list. More than 35 million copies of the Harry Potter stories have been sold worldwide. Now that's consumer interest. And knowing this, Electronic Arts recently acquired the rights from Warner Brothers to develop games based on the Harry Potter license. The company intends to develop titles for the PlayStation and PS2 based on all four Potter books and the upcoming feature film. EA has stated that it will work closely with author J.K. Rowling to ensure that the games stay true to the books' environments and characters. "We are extremely excited to become part of the Harry Potter phenomenon by bringing our own brand of interactive magic to this fantastic series," said Don Mattrick, president of EA worldwide studios. EA's first batch of Harry Potter games are expected to release in early 2001.

PlayStation2 Excitement Grows

As the PlayStation2 launch gets closer, more and more companies are starting to reveal new and upcoming projects for the platform. Just this month alone we've learned of several hot properties heading to the PS2. We've also dug up exciting new info on some of the games we've already known about. Following is a recap of the latest from the world of PS2. And if you think any of these games sound cool, just wait until you see what we'll be showing you next month.

- Activision kicks off our list with the announcement of four new games in development for the PS2. And guess what? **Tony Hawk's Pro Skater 3** is one of them. The others were **Mat Hoffman's Pro BMX 2**, **Kelly Slater's Pro Surfer** and **Shawn Palmer's Pro Boarder Cross**. In all, Activision has 12 PS2 games in development.

- **Thief 3** is headed for the PS2. Even though the series' previous developer, Looking Glass Studios, folded, Eidos has decided to give the project a go with Ion Storm, which recently developed Deus Ex for the PC.

- **Working Designs** announced that it will be releasing the hot-looking PS2 shooter **Silpheed** and the mech action game **Gungriffon Blaze** at the PS2's U.S. launch.

- Speaking of which, Silpheed is being developed by Japanese studio **Treasure**, the team behind one of the finest space shooting games ever (Radiant Silvergun for the Sega Saturn). Learning this has gotten us even more excited about the game.

- 3DO has announced two new PS2 games: **World Destruction League: Wild Jets** and a title that will star Vicky, the daughter of the general from Sarge's Heroes.

- As if this issue isn't already overflowing with Star Wars info, LucasArts recently revealed that it has partnered with Bioware (Baldur's Gate, MDK2) to develop a **Star Wars RPG** for PC and next-gen consoles (which, we've been told, includes PS2). The game will take place four thousand years prior to the Star Wars films and will feature a storyline based around the epic struggle of the Jedi and the Sith. Don't expect this one until 2002.

- Matt Groening, creator of *The Simpsons*, recently revealed that a **Futurama** game is currently in the works for the PS2. Fox Interactive will publish it. Let's hope it'll allow you to take control of Bender and play all kinds of gags on Fry.

- Konami announced that it has landed the license to create games based on the **Tour de France** bicycle race. Insiders have already stated it's coming to PS2.

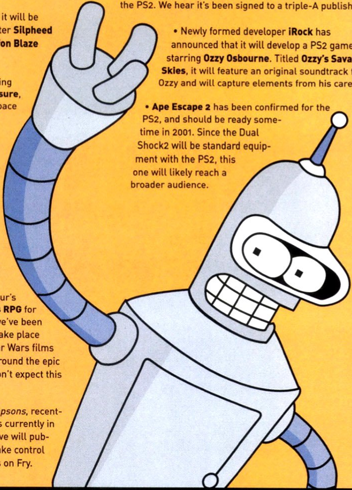
- Ubi Soft is jumping on the PS2 in a big way. The company recently announced that it'll ship at least five games in the first two months of the console's U.S. release, and that it'll follow them up with an additional **11 more games** in the next year. Ubi Soft also revealed that, in addition to the enhanced Rayman 2, it will release **Rayman 3** and **Rayman Tribes** on the PS2.

- Acclaim is porting the game **RC Revenge** (see this month's Reviews) to the PS2. With a fresh lick of paint, RC Revenge could catch a lot of peoples' eyes. Additionally, Acclaim is preparing **Super Bust-A-Move** for the PS2. Both titles will be released **at launch**. And not to be left out, Acclaim will release a PS2 surfing game next summer.

- **Sucker Punch**, the developers of the N64 title Rocket, has admitted to working on an action/adventure game for the PS2. We hear it's been signed to a triple-A publisher.

- Newly formed developer **iRock** has announced that it will develop a PS2 game starring **Ozzy Osbourne**. Titled **Ozzy's Savage Skies**, it will feature an original soundtrack from Ozzy and will capture elements from his career.

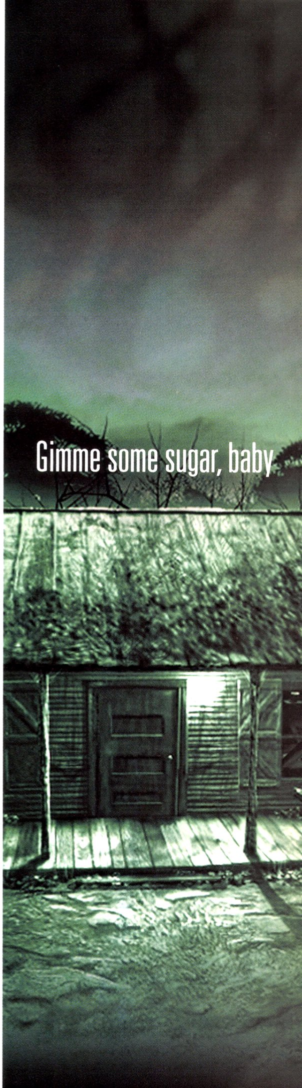
- **Ape Escape 2** has been confirmed for the PS2, and should be ready sometime in 2001. Since the Dual Shock2 will be standard equipment with the PS2, this one will likely reach a broader audience.

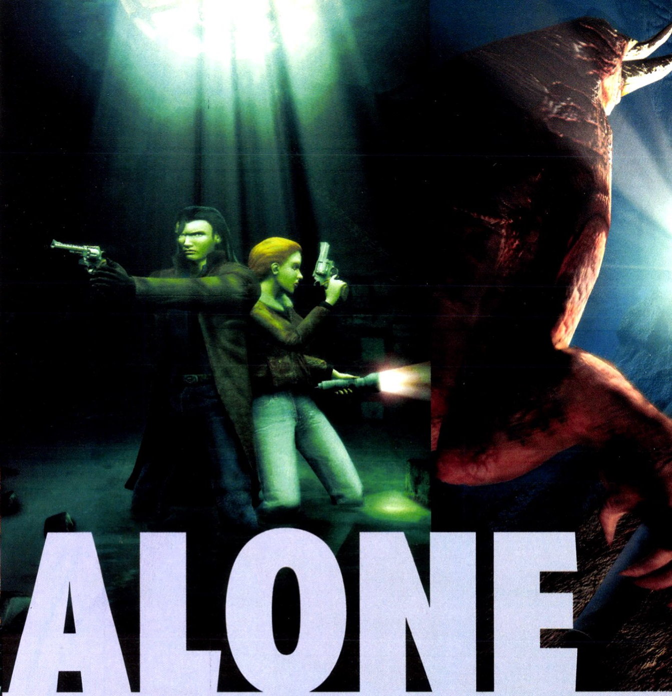


PS2 SUCCESS BY THE NUMBERS

Sony may have some high expectations for the PlayStation2, but currently they're easily being met. Statistics prove that so far the PS2 is the best selling console ever. In fact, as of this writing, over 3 million PS2s have been sold in Japan.

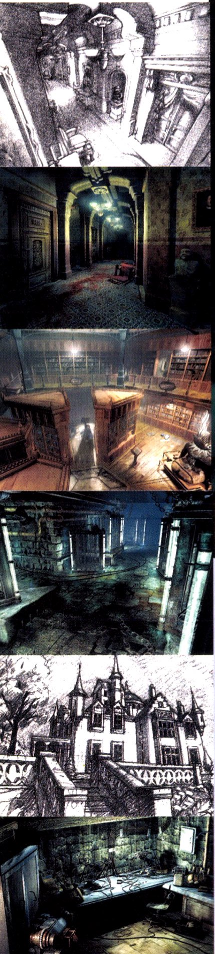
	FIRST WEEK OF LAUNCH		FIRST THREE MONTHS	
System	Number of Games	Installed Base	Number of Games	Installed Base
PlayStation2	**10**	**681,855**	**26**	**2,164,509**
N64	3	269,752	3	954,110
Dreamcast	4	119,996	13	525,365
PlayStation	8	106,900	25	508,732
Saturn	5	100,650	14	518,991





ALONE

Survival horror's great grandfather gets a wicked facelift



In Paris, off a claustrophobic alley, through a mythically huge doorway, up a flight of Victorian oak stairs, you'll find Darkworks Studios, the home of Alone in the Dark: The New Nightmare. The path to the studio is poorly lit, the stairs creak and groan, and our footsteps echo eerily. It sets the perfect mood for our invitation to see what Darkworks co-founder and artistic supervisor Guillaume Gouraud expects to be "the last must-own game for the PlayStation."

Inside the bright studio there's no gloom save for the wicked visuals on the video screens showing off the work in progress. Originally a team of eight, Darkworks now has 47 pouring their efforts into Edward Carnby's latest frightening, cinematic adventure.

"Production was near what you'd find in the making of a movie. A lot of drawings, a lot of pre-work," says Antoine Villette, co-founder and managing director of Darkworks. "For example, one team works on the backgrounds, led by [Nicolas Bouvier], a famous French comics illustrator who did work for the Star Wars comics in the U.S. And we asked one well-known French girl, Claire Wendling, who also draws comics, to work on the beasts and the monsters."

The preproduction work is as impressive as what's fast becoming a finished product. Bouvier marshaled a team of artists to produce more than 500 drawings (shown on the left, along with their 3D in-game counterparts) for 120 different locations. Each location was based on three to four drawings, some of which took as long as two days to complete.

"The main goal was to capture a sense of atmosphere. We managed to make designs that actually had feelings," says Bouvier. "The scene had to be fantastic, but it couldn't be too weird. If it was too strange or spooky, if it was too *deadly*, people would object to the whole thing."

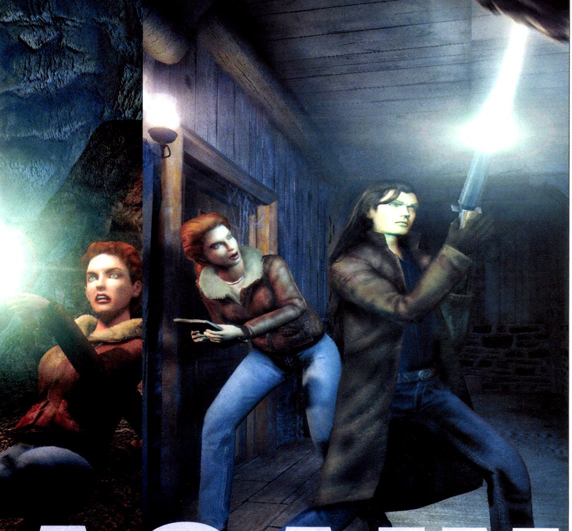
While having set a dreary stage, the detailed images also show off an acute realism that sets up a high level of film-like drama.

"It gives the player a movie feeling with realism and fantasy mixed together," said Villette, whose original 100-page script has grown to over 800 pages through an intense collaboration with DarkWorks co-workers. "That's why using 3D backgrounds and rendered characters seemed like a perfect mix. By doing this we want to erase the frontier between movies and gameplay. Anyone at Darkworks could work in the movie industry, but we like the freedom the game industry grants us."

No horror movie or game is complete without the critical element of suspense. Creating that dynamic and difficult element is the job of lead game designer Pascal Luban, who, along with many of the DarkWorks employees, is inspired by the movie industry. "Movies try to build tension—it goes down, it goes up, and then down again. My job was to build that kind of rhythm into the game. It was a major challenge."

Attention to detail can often make a decent movie great, and the same can be said for video games. Gouraud definitely thinks so. "Footsteps are a perfect example of detail. We used 68 footstep sounds for each character. It makes sense to go to that extreme. When you first start playing a game like Resident Evil, you hear a particular sound for footsteps and it isn't distracting, it doesn't seem repetitive or fake. But later on, a couple hours into the game, you realize the footsteps are the same. It's that same sound over and over."

The sound and visuals are as important to The New Nightmare as Carnby's flashlight is to his survival. While the incredible lighting effects



AGAIN

(mansion lights can be so unreliable, as they always seem to burn out) and the creatures add to the game's cinematic feel, the rationale behind the monsters adds to the spirit and tone.

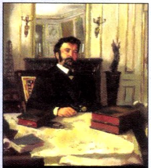
"We made a list of all the different types of fears, and the ways you could die from that fear, and made up creatures to create that fear in the person playing the game," explains Gouraud. "For instance, the tentacle monster can grab your legs if you're near water and pull you down so you drown. There are 15 monsters, so that means 15 ways to be killed."

Besides the legendary Edward Carnby, who's starred in all the Alone in the Dark games (though there's no connection between DarkWorks' effort and those games, outside of the title), there's Aline Cedrac, a new heroine. "We wanted the heroine to be sexy but sophisticated," says Villette. "She may be attractive, but she's not overwhelmingly endowed. She's a real character. We knew it would be important to have a real female with brains."

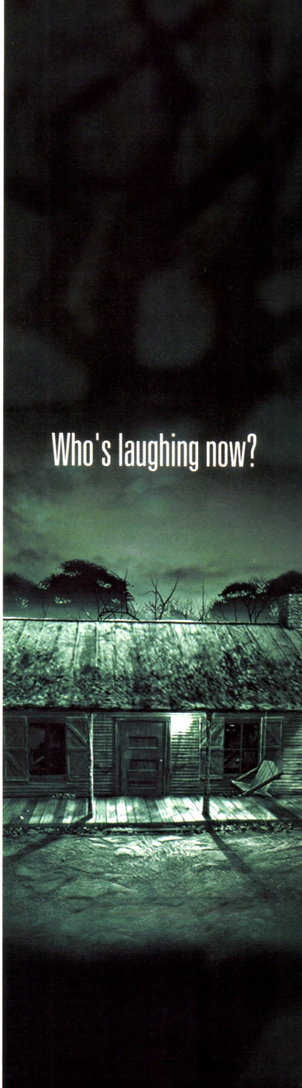
The connections between Aline and Edward add plenty to the experience, particularly to the complexity. "I think that depth makes us different from Resident Evil," said Luban. "We have two characters, which isn't new. But here's what's interesting: If you take Carnby, you go on in your adventure and you'll see that sometimes the background of the story changes. Why? Because Aline has modified it. There's a real relationship between the characters, one necessary to finish the game."

The wait is shortening for the new Alone in the Dark, which is set to release in the first quarter of 2001. So what should fans of survival horror *really* expect?

"I hope that The New Nightmare will be a stepping stone to a new generation of horror games," says Villette. "But the genre is already widening and there are lots of talented people who will improve upon that. What I'm quite sure of is that The New Nightmare will be one of the last great adventure games on the PS1."



"We asked a painter to do pictures for the game because we didn't want to have only text," explains Villette. "It's not only visual, but it helps you understand the story. If you see a strange man in a painting, someone who seems out of place, you know it stands for something special. 'Who is this, and what's he doing in the painting?' And if he's holding an item, you can expect to find it."



JON BRADLEY SNYDER

AUNT BERU VS. C-3PO: MAKE IT SO

My only problem with LucasArts is that their games are just too damn hard. I know—call me a wuss, or a geezer. I won't deny it. I'm sure someone reading this right now is saying, "Are you kidding me? I finished Jedi Power Battles in an hour and a half!"

Truth is, I'm not the video game warrior I once was. In my youth I got locked in a grocery store one night during an hour-long Defender game. Now that I'm 31 and have a 10-month-old baby, I don't have unlimited time to play games (to put it mildly). My recipe for a good game is simple: explore, destroy some stuff, and solve easy puzzles.

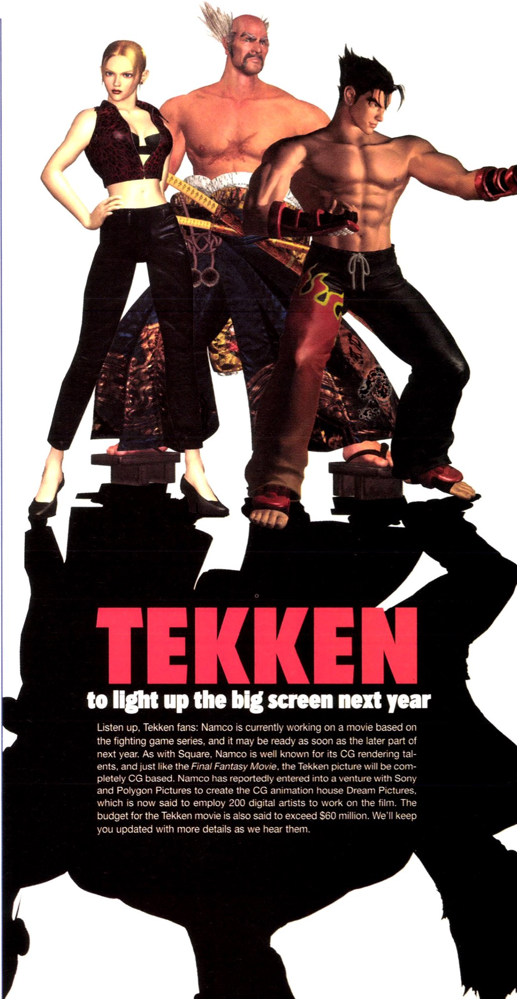
In the past, some LucasArts games have lapsed into what I call "precision jumpmaster" mode. That's when you have to make a series of exact jumps, and gameplay comes to a screeching halt. I can never do this right—all it does is torture me.

LucasArts is moving away from this tact and seems to be getting more and more adventurous with their upcoming titles. Starfighter, Demolition and Obi-Wan (for the PC) are all looking really cool. But I've got a few sure-fire suggestions for Star Wars games:

- A retro-game emulator for the PlayStation: How cool would it be to play all three Atari arcade games, as well all three Super Nintendo cartridges again? In Super Return of the Jedi there was a sequence where you got to play Slave Leia in bikini on Jabba's Sail Barge using her neck chain as a weapon. Nice. If you wanted to get REALLY geeky, you could add emulations of the '80s Atari 2600 carts like Jedi Arena.
- Get Anthony (C-3PO) Daniels to do some original voiceovers: C-3PO's constant kvetching in Star Wars is one of the funniest things in the films. What would the Golden Droid have to say about the sewage level, Anoat City, from Dark Forces?
- Masters of Teras Kasi 2: With these characters—Wicket, Jabba the Hutt, Wampa, Aunt Beru, C-3PO and Zuckuss the bounty hunter. Let me do a move where Wicket body slams Jabba by grabbing his tail and I'll be very happy. The reward for beating the game would be unlockable fighters like Ewok babies and Wuher the bartender.
- An All Terrain Armored Transport Simulator: LucasArts has revisited the Empire Strikes Back Hoth battle many times, and each time they do it the gameplay just gets better. But they've never done an AT-AT Walker simulator. Flight simulators are fun, but every now and then I'm in the mood to step on something rather than shoot it.

Consider the gauntlet thrown down, LucasArts. I await your response. In the meantime, I have one other small request: Can you make games saveable ANYWHERE in the game? This would really help when I need to stop on a dime and change some diapers.

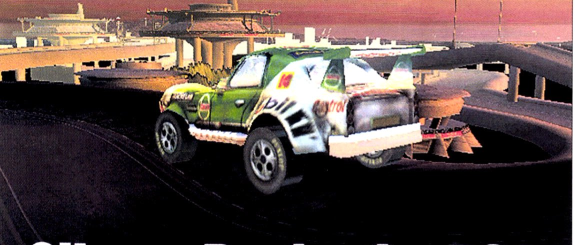
Jon Bradley Snyder *is the editor-in-chief of* *Star Wars Insider* *magazine. He recently took an embarrassing amount of time to complete MediEvil II.*



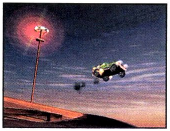
TEKKEN

to light up the big screen next year

Listen up, Tekken fans: Namco is currently working on a movie based on the fighting game series, and it may be ready as soon as the later part of next year. As with Square, Namco is well known for its CG rendering talents, and just like the *Final Fantasy Movie*, the Tekken picture will be completely CG based. Namco has reportedly entered into a venture with Sony and Polygon Pictures to create the CG animation house Dream Pictures, which is now said to employ 200 digital artists to work on the film. The budget for the Tekken movie is also said to exceed $60 million. We'll keep you updated with more details as we hear them.



Climax Backs the PS2



Although Climax is a name you're probably not familiar with, it's likely you've played at least one of its 100 games. Having released titles under a number of top publishers, the company has spent a majority of its existence porting games from platform to platform. But now, with the emergence of the next-generation consoles like the PlayStation2, Climax intends to start delivering some big- name original content. And it's likely over the next few years you're going to get to know some of these new games pretty well.

"Climax did a lot of conversions, and this allowed us to build up huge financial reserves with relatively low risk and has put us in the strong position we are in today," Climax's Karl Jeffrey told us. "Now we're using that money to start working on more original and self-financed projects." Jeffrey continued, "At the moment we are dedicating most of our energies toward Playstation2." And although a good portion of these games are being kept secret, such as an RPG for the PS2 entitled Symphony of Light, two of the PS2 titles the company is talking about are already turning heads.

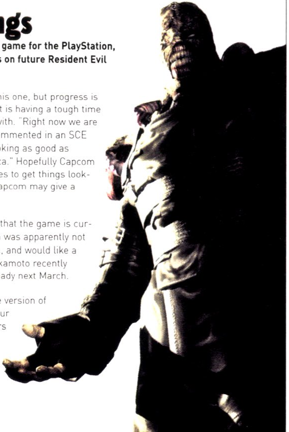
One is called Title Defense, a boxing game that was originally being prepared for release on the Dreamcast, and should be out sometime next year. With Title Defense, Climax promises to capture the gritty aspect of the sport better than any game before it. The team has spent a lot of time working on the boxer physics and motions. One area that Climax is very proud of is its first-person perspective. Every punch will appear vividly on screen. And picture this: If you get hit enough, the screen can start to blur up, so as to represent injury to your face and eyes. This realism is thanks to the power of the PS2.

Another PS2 title Climax has in the works is Stunt Driver, an arcade-style racing game. According to Climax, this game makes use of a complicated polygon rendering technique that allows the courses to swap in polygons when necessary. This, in turn, allows for lots of detail on objects and backgrounds. Early screens of the game look very enticing.

We'll deliver more details to you on other Climax games (including one possibly starring Austin Powers) in the near future.

Resident Evil Rumblings

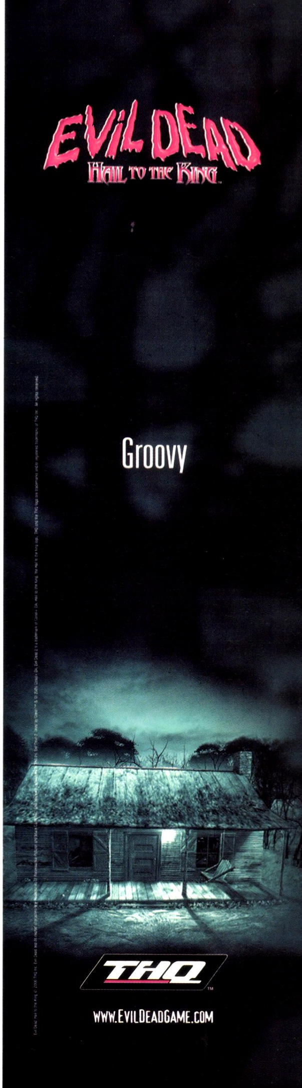
It's been a while since Capcom has put out a Resident Evil game for the PlayStation, so we've been doing some digging to find out some details on future Resident Evil titles headed for the PS2.



Resident Evil 4: Capcom is currently hard at work on this one, but progress is moving slow. Unfortunately, the team working on the project is having a tough time trying to get the game's visuals up to a level they're happy with. "Right now we are stuck in a deadlock," Capcom's Yoshiki Okamoto recently commented in an SCE Online interview. "It's a fully polygonal game. But it's not looking as good as Onimusha so far. It can't be even compared to Code: Veronica." Hopefully Capcom will be able to further tap into the PS2's graphical capabilities to get things looking good. When will we first see this game? Chances are, Capcom may give a teaser at the next Tokyo Game Show.

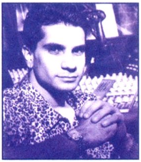
Resident Evil Code Veronica: Word on the street is that the game is currently being ported from the Dreamcast to the PS2. Capcom was apparently not too satisfied with the sales figures of the Dreamcast version, and would like a much larger audience to be able to experience the game. Okamoto recently commented that the PS2 version of Code Veronica will be ready next March.

Resident Evil Online: Capcom is working on an online version of Resident Evil, and while this game is shrouded in secrecy, our sources have dug up some early details. In the game, players are citizens of Racoon City. The objective is to fight off the zombies that have infested the neighborhood. However, if you get bitten by a zombie, then you will become one of them and it'll then be your mission to hunt down the humans. And if lots of people turn into zombies, it makes the game a living hell for the humans.



TOMMY TALLARICO

VIOLENT NATURES



Al Gore recently announced that his vice presidential candidate will be Senator Joe Lieberman.

If Gore gets elected...God help us all! I know nothing at all about politics and certainly don't follow it much. What I do know is that Lieberman (like Attorney General Jim Ryan) doesn't like video games because he just doesn't get it. To review, Lieberman was the fool who said that John Madden Football '92 was very harmful to kids because it shows a player getting taken off the field in an ambulance after getting hurt! Ryan is, of course, the latest to describe video games as "murder simulators," and has told people that any young child could walk into an arcade to play harmful games like Quake and Carmaggedon. How about getting off the Chuck E. Cheese wagon and doing a little research! (Does this mean I get my own FBI file now?)

Which brings me to violence in video games. Yes, it's been written about a million times, but I can't understand why no one has given these painfully obvious responses.

Last time I checked, Caine didn't bludgeon Abel with a Virtual Boy (although if there was one around, he should have). And as far as my records show, Ted Bundy wasn't a big Crash Bandicoot fan. So what if certain gunmen reportedly had some first-person shooters on their hard drives? Would we have heard about the Unibomber's obsession with Pokémon Yellow? My point is this: Violence is part of human nature. It has been since the beginning of time and will probably continue to the end of time. Video games have never had anything to do with the violent behavior of human beings.

But what about present times? Maybe it's unfair to compare today with the past. OK, fine! How come the Japanese people are widely known as being one of the most civilized and polite cultures on the planet, yet they also buy most of the video games? Hmm... How about this: In the Middle East (where we hear about violence on the news nearly every day), how come I don't see them scrambling to Babbage's to purchase Mortal Kombat 4?

I think games, like movies, should be rated and only sold to people who are old enough to buy them. I have no problem with that and would highly encourage it. Check IDs, for sure! And punish stores that don't (just like for porno and alcohol). But don't tell me that video games are the reason for outbreaks of violence in this country! In the '50s it was rock-n-roll that was destroying our youths, and now they're pointing the fingers at us. I'm not buying it!

Tommy Tallarico is the owner of Tommy Tallarico studios, which produces audio for games. He's worked on nearly 50 PlayStation titles, including Tony Hawk's Pro Skater and Spider-Man. He's also the co-host of the weekly video game TV show *The Electric Playground*. www.epontv.com.

Lieberman's Gameplan

The man who may be our next vice president is also a leading voice against video game violence

It's been roughly seven years since U.S. Sen. Joseph Lieberman saw his 6-year-old daughter watching the raunchy television sitcom *Married With Children*—an event that launched his crusade against sex and violence in entertainment. A few days later, Lieberman, the Democratic vice presidential nominee, learned that a colleague's 9-year-old son wanted to buy the bloody video game Mortal Kombat.

Enough was enough.

Lieberman, a longtime crusader for stronger values, began his battle against video game violence, urging the games industry to curb the blood, guts and sex, and install a ratings system.

And if history tells us anything, Lieberman won't stop that fight should he become the next vice president of the United States.

As he stated during a 1999 press conference on media and the family: "A small but influential core of companies insist on mass-marketing ultra-violent games that reach millions of our children and that grow more graphic and gruesome every year. Our ultimate goal should be to reduce the virtual violence in our culture, not just rate it."

In the past several years, Lieberman has taken many steps to keep violent games out of the hands of young children, and to get parents involved in this fight. In 1993, two weeks after calling on the video games industry to put warning labels on sexually explicit or violent video games, he asked the Federal Trade Commission to take action against manufacturers who market games with false or misleading advertising.

In 1996, he vowed to step up pressure on the video arcade industry to improve its product ratings.

In 1998, Lieberman co-produced a study finding that retail and rental stores fail to enforce the industry's voluntary rating system, and that most parents don't screen games for content. Also in 1998, Lieberman unveiled a self-enforced anti-violence plan targeting the arcade industry. The program includes a coin-operated video game parental advisory system and color-coded content advisory stickers.

In June of this year, the Connecticut Democrat joined nine senators who sent a letter to seven top national retailers, urging them to stop selling ultra violent video games to children, and to enforce the video games industry's voluntary rating system.

Last year, Lieberman co-sponsored a bill that would require standard warning labels for violent media products, and require retailers to restrict the access of children to adult-rated products with high doses of violence, similar to the R-rated policy adhered to by theaters. The bill, introduced last year, is pending before the Commerce Committee.

So what does the industry make of all this noise?

Despite Lieberman's claims that virtual violence is hurting the very young, games industry leaders contend that most players are adults, not children. And, they maintain there's no proof that violent games cause aggressive behavior.

As Douglas Lowenstein, president of the Interactive Digital Software Association, told the *Hartford Courant* in November: "We believe our industry's products are, on the whole, marketed appropriately and responsibly."

Still, Lieberman feels there's room for improvement. And if video game makers don't clean up their act, Lieberman firmly believes it's the government's responsibility to step in and pass new laws regulating the games industry and other media.

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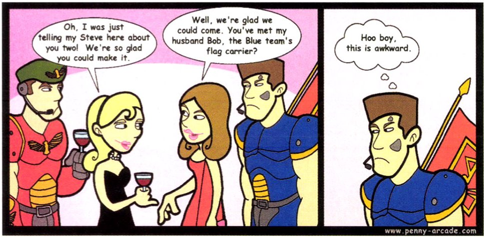
Oh, I was just telling my Steve here about you two! We're so glad you could make it.
Well, we're glad we could come. You've met my husband Bob, the Blue team's flag carrier?
Hoo boy, this is awkward.
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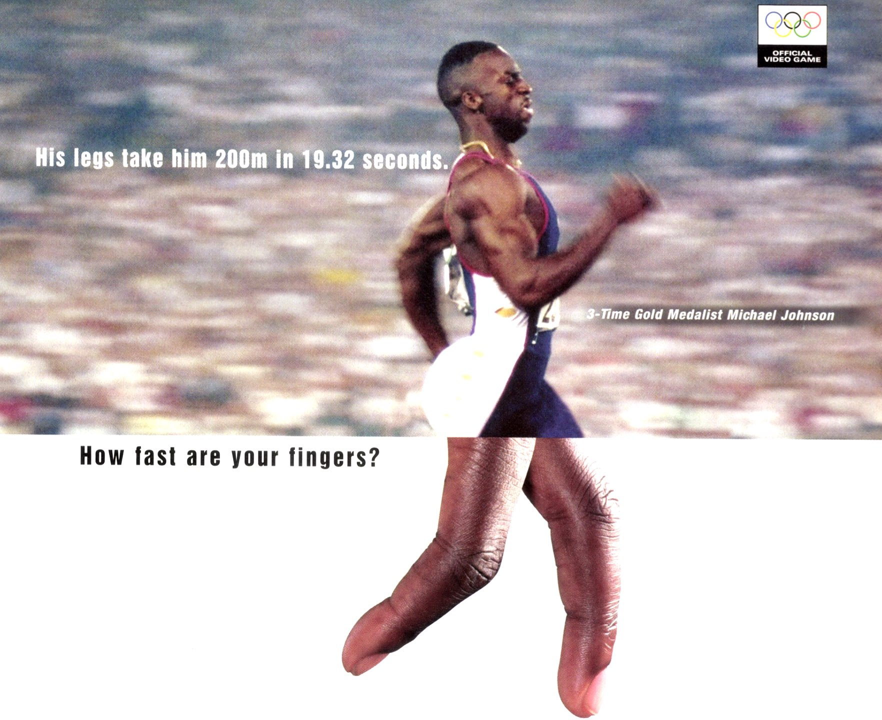
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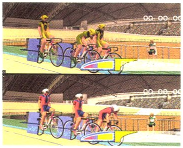

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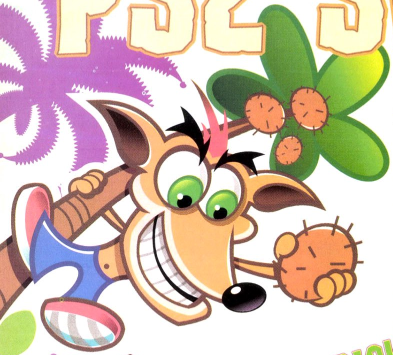
PS2 SURVIVOR



For five years we've been introduced to new faces, new mascots, new monsters. For those years we've plodded our heroes, even anti-heroes, through adventures, sacrificing anything (time, homework, girlfriends) for their glory: first digitally, then with analog. Attachments have grown, loyalties flourished.

Now, at the dawn of a new PlayStation era we at *OPM* have forced ourselves to ask, as we always do, the difficult question: Who will have what it takes to stand out from the crowd? Who will have the longevity to withstand PlayStation's second coming? Who will *survive*?

A thousand-seat committee has chosen 16 of the most capable, inspired Survivors and placed them onto a secluded, tropical paradise (save for the starving tigers, the lack of food, and the polygonal-sucking mosquitoes). PS2 Island, as it will be known, is located somewhere in the Adriatic Sea. The teams feature some of the PlayStation's best, most popular and most loveable characters.

This month we'll start with 16, but by next month's issue only eight will remain, and the voting will continue until there is only one man/woman/monster standing—though they're allowed to sit (it's going to be a long couple of months).

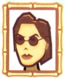
So, who decides who'll stay and who'll go? You. Yes, *you*, the reader. But it's not just a simple vote: We want stories, anecdotes, situations that rise up on the island. Who forms alliances and why? Who's the most useful? You tell us of overheard conversations. Justify why you're voting against one of the islanders, make up challenges for the sake of immunity, and deal the final vote to vanquish a character from the sanctity of the island.

Vote early, vote wisely, but, please, for the integrity of all things PlayStation, don't vote often. Each voter's name, unless he or she stringently disagrees with winning cool, free stuff, will be placed in our pretty wool top-hat for a drawing to win cool, free stuff. One lucky contestant will win the bodaciously super-secret Grand Prize.

E-mail us now at survivor@ziffdavis.com to cast your vote against the eight characters you think won't survive on the PS2 Island!

YOU PICK WHO WINS!
SUN BLOCK

Tribe One—The Shaka Dula



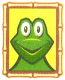
Lara Croft

OPM odds: 2:1

Strengths: Distractingly top heavy; can reach difficult ledges in a single bound; that sultry accent.

Weaknesses: Distractingly top heavy; always off doing her own thing; strangely fond of Solid Snake's mullet.

The Truth about Lara: She gets the attention of both slack-jawed men and gaming gals. She's smart, witty, tomboyish but still sexy. With charm like hers, who's going to vote her off?



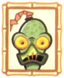
Frogger

OPM odds: 50:1

Strengths: A veteran of surviving speeding cars—so an island under any circumstances is a veritable vacation; has a virtual Citronella candle for a tongue to rid the island of pesky bugs.

Weaknesses: Snakes love frog legs; being a frog is a stumbling block in conversation.

The Truth About Frogger: Against all odds Frogger managed to make an exquisite living for himself on the PlayStation and is conniving enough to survive again.



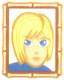
Abe

OPM odds: 8:1

Strengths: So ugly he's adorable; uses stealth, charm and conversation skills to muddle his way through tricky situations.

Weaknesses: Reluctant to lead; explosively flatulent; predilection toward alcoholism among his species.

The Truth about Abe: A true survivor. His species faced extinction several times, but thanks to lovable Abe, the Mudokons escaped several fates worse than death.



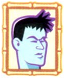
Aya Brea

OPM odds: 60:1

Strengths: She's a sharpshooter with an intimate knowledge of advanced weaponry—plus an arsenal of supernatural "Parasite Energy"; cracks jokes in the face of danger.

Weaknesses: Occasionally lets her mitochondria get the best of her; doesn't work well with others; slightly bipolar personality.

The Truth About Aya: Though she's a tough gal with a steely disposition, the strong-but-silent types often get a bad rap.



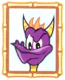
Gabe Logan

OPM odds: 20:1

Strengths: Remarkably capable of running in one direction and shooting in another; sneaky.

Weaknesses: Runs like a big sissy; people are intimidated by his head-shot proficiency; islanders think he worships Solid Snake.

The Truth About Gabe: Rarely is the sequel inferior to its predecessor, but even that didn't stall Gabe's momentum. He's a legitimate survivor because of his military background. But, oh, how he pines to be Snake!



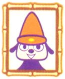
Spyro

OPM odds: 15:1

Strengths: Multitalented dragon who can breath fire, glide, swim, even skateboard; chicks dig Spyro's purple helmet of a head.

Weaknesses: Too precious for most red-blooded men; stubby wings; has a strange, Liberace-like fetish for collecting jewels.

The Truth About Spyro: The little dragon who could, Spyro shows the world that you can be a tough, ass-kickin' dragon and still retain a sweet, sensitive side.



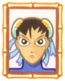
PaRappa

OPM odds: 75:1

Strengths: The pure entertainer of the island; he's got mad rhymin' skillz and knows how to put it to music; doesn't take up much room.

Weaknesses: He's 2D, and being flat and surviving around a bunch of 3D people really makes one feel insecure (trust us on this!).

The Truth About PaRappa: As insecure as his 2D-ness might make him, Parappa is here to win. His songs double as anti-3D propaganda, but so slyly that no one notices.



Chun-Li

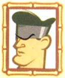
OPM odds: 99:1

Strengths: She's got legs and knows how to use 'em: a couple of spinning star kicks can easily chop wood for a fire; easygoing and friendly.

Weaknesses: Her dead father is a real distracting issue, making her pretty unstable.

The Truth About Chun-Li: Chun-Li is fun-loving and easy to get along with, but her problem stems from an obsession with M. Bison. She'll talk *anyone's* ear off about how she wants to put an end to this dude.

Tribe Two—The Dadongle



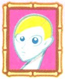
Solid Snake

OPM odds: 3:2

Strengths: His skulking ability keeps him up on the top island gossip; true vision of confidence.

Weaknesses: Speaks in that annoyingly mysterious whisper; the mullet freaks people out; he smokes like a chimney regardless of the surrounding asthmatics.

The Truth About Solid Snake: Snake is calm in testy situations and unafraid to choke the life out of someone to get what he wants. The odds-on favorite to survive.



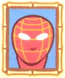
Nina Williams

OPM odds: 35:2

Strengths: Classy, British, sexy; she can take care of herself in a fight; resourceful and has the whole secret agent background working for her. Could probably handle things on her own.

Weaknesses: Has a tendency to pick fights.

The Truth About Nina: This Tekken goddess been a PlayStation pin-up since before the days of PlayStation pin-ups. You'd think by now that she'd be getting old, but she remains a popular gal.



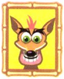
Spider-Man

OPM odds: 7:1

Strengths: Climbing ability helps him climb trees for coconuts; large "web-nets" prove effective in catching fish; can easily move heavy objects with spider-strength; rapier wit.

Weaknesses: In keeping his sweaty costume on at all times to conceal his alter ego, Spidey has developed a repulsive odor.

The Truth About Spider-Man: He may be closing in on 40 years as an icon of pop culture...but is that enough for PS2 supremacy?



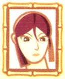
Crash Bandicoot

OPM odds: 5:1

Strengths: Has mastered a repertoire of spiffy moves; is native to jungle islands; swims, drives, runs, shoots, flies—this bandicoot does it all.

Weaknesses: Inexplicable fetish for fictional fruit; fraternizes closely with tiger and polar bear cubs; irrational fear of Animal Planet's Crocodile Hunter.

The Truth About Crash: While Crash may have sold more games than anyone else on the list, his popularity could be waning.



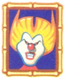
Claire Redfield

OPM odds: 25:1

Strengths: Standing arm's length away from a zombie, shotgun or no, shows off mass courage.

Weaknesses: She's convinced her life is constantly at risk of being corrupted by a strange disappearance; maybe a tad brain-fried from always facing off against zombies.

The Truth About Claire: This chicky is tough as nails, but already she's trying to alert her brother that she's been kidnapped. *Kidnapped?!* She agreed to do this!



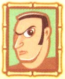
Sweet Tooth

OPM odds: 100:1

Strengths: He has spiky hair and a sense of humor; likes ice cream...handy on a hot desert island, yes?

Weaknesses: He's an evil, psychopathic, gun-toting, missile-firing clown...who drives an ice cream truck.

The Truth About Sweet Tooth: Having outstayed his welcome in four games that can't seem to keep a straight course in terms of quality, Sweet Tooth may fare similarly when trapped with more useful individuals.



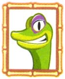
The Rock

OPM odds: 9:1

Strengths: The People's Elbow cracks those hard-to-open coconuts for nourishment.

Weaknesses: He relies on help from other wrestlers (who, consequently, aren't on the island); always trying to shove handfuls of sand up the other Survivors' "candy asses."

The Truth About The Rock: When the Rock raises his eyebrow, people should listen. Yet, with all this talking in the third-person business, everyone thinks he's a drama queen.



Gex

OPM odds: 250:1

Strengths: He's quite versatile: he can snowboard and scuba-dive; uses his tongue to get to hard-to-reach places; master of disguise.

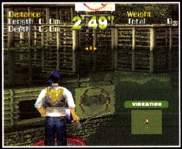
Weaknesses: The smart-ass comments are about as charming as starving to death; can rarely keep his comments to himself.

The Truth About Gex: Gex isn't a bad gecko; in fact, for a gecko he's great. Problem is he's way too saucy to keep peace on a deserted island.

illustration by Wayne Vincent

ACTION BASS

PlayStation
NTSC U/C
EVERYONE
E
CONTENT RATED BY ESRB
SLUS-01248
01248
ACTION BASS™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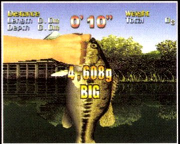
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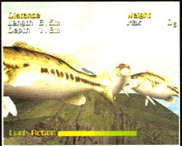
BIG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MAX
Lure Action

After a hard day of fishing under the sun or competing in a tournament, you look with awe at the trophies your angling skills have awarded you. In this action-packed arcade style fishing game, the player can either spend time leisurely casting across lake waters waiting for a bite on the line or they can enter an intense fishing competition where the only fish that matters is the biggest catch of the day. Along the way players will face all sorts of challenges including shifting water conditions, unstable weather and even more skilled opponents as he continually attempts to outwit the wily bass during each season of the year. Amazingly realistic fish behavior ensures that no fish is caught without a fight and that reeling in a winner delivers optimum angling action excitement.

- Tournament-style Challenge Mode, free-wheeling Free Mode, and an Extra Bonus Mode.
- Lure Action Gauge allows the player to monitor lure movement easily.
- Enjoy watching fish (up to five heaviest) you brought back in the Aquarium Mode.
- Five diverse lures are available at the beginning, covering a wide range of water conditions and lure movements. More lures will be available as the player gains experience.
- Wide variety of "lure action" possible to attract bass, some requiring retrieving or rod movements only, others requiring skillful combination of the two.

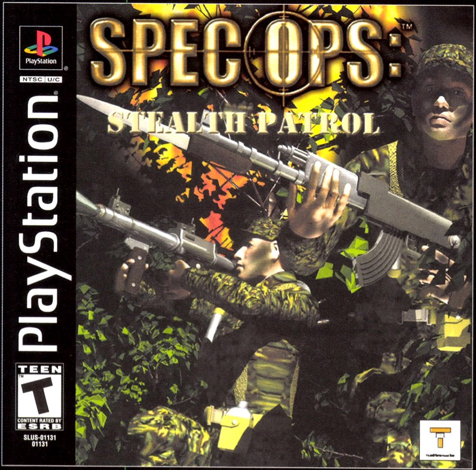
$9.99* GOT GAME? $9.99*

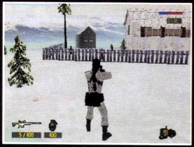
*Suggested Retail Price

WWW.TAKE2GAMES.COM

SPEC OPS:

STEALTH PATROL





45 / 100
100
45 / 100
100

5:38
42 / 100
100

Welcome to the US Army Rangers, one of the toughest and most elite of the world's military task forces. Your main objective is to control your team of Rangers and eliminate opponent targets while completing mission sub-tasks in the time allotted. Choose between stealth or all out frontal assault- it's up to you. 3D action, time pressure and realistic combat will keep you begging for more.

Immersed in huge, outdoor 3D environments you and your team members must successfully execute your tasks which revolve around several different mission objectives including reprisal attacks, seize and destroy missions, counter-terrorist attacks and raid and destroy missions. Each environment is unique, not only in look and feel, but in game play as well. With the emphasis on action and realism, navigate your team with guns blazing or silently under the cover of darkness across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

Do you have what it takes? Will you be able to complete your mission, though you may be the lone survivor?

- 5 intense mission campaigns each with numerous sub-missions based on real activities carried out by the US Army Rangers
- An arsenal to choose from including shotguns, grenades, machine guns, sniper rifles and more
- 3 difficulty levels - Private (Easy), Corporal (Medium), Sergeant (Difficult) offers massive replay value
- In the 2 Ranger option the player has simultaneous control of 2 Rangers
- Create an inventory filled with hi-tech equipment to aid the Rangers in their tasks - GPS navigation for moving through dense landscape, tripwire mines to booby trap enemies, nightvision goggles for stealth accuracy, med kits for injury repair and more

$9.99* GOT GAME? $9.99*

*Suggested Retail Price

WWW.TAKE2GAMES.COM

PlayStation
BALL BREAKERS

▫▪▪BALL BREAKERS

Roll with the punches! Roll over the competition!

PlayStation
Spin Jam
PUZZLED? YOU WILL BE
empire

▫▪▪SPIN JAM

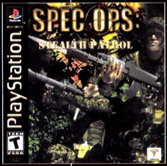
Ultra-addictive arcade action puzzler!!!!!!!!!!

SELECT PLAYERS
P1
P2
POPPY
GILLY

PlayStation
MARTIAN GOTHIC

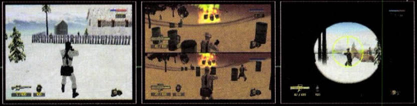
▫▪▪MARTIAN GOTHIC

Horror on an intergalactic scale!!


PlayStation
SPEC OPS:
STEALTH PATROL

▫▪▪SPEC OPS:
STEALTH PATROL

The enemy is expecting you tomorrow. You're already there!



PlayStation
PRO-PINBALL
BIG RACE USA
empire

▫▪▪PRO-PINBALL
BIG RACE USA

Pro Pinball: Big Race USA delivers more adrenaline-pumping action than your brain can handle!

MONEY SPINNER
$500

$9.99* GOT GAME? $9.99*

*Suggested Retail Price

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PlayStation
SPEEDBALL 2100
EVERYONE
E
ESRB
empire

SPEEDBALL 2100

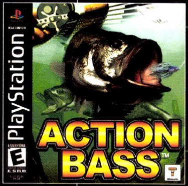
Extreme sports have been taken to the next Level!

PlayStation
GRUDGE WARRIORS
TEEN
T
ESRB

GRUDGE WARRIORS

There is no such thing as friendly fire.

Tokens
1
Generators
0
Tokens
3
Generators
0


PlayStation
ACTION BASS™
EVERYONE
E
ESRB

ACTION BASS

Pulse pounding white knuckle action of bass fishing is here!!

Distance
Length
Depth
2'49"
Weight
Total
0'10"
4,608g
BIG
Lure Action

PlayStation
PRO·PINBALL
FANTASTIC JOURNEY
EVERYONE
E
ESRB
empire

PRO-PINBALL
FANTASTIC JOURNEY

Steam powered time travel will whisk you away into the world of pinball.

* Suggested Retail Price=$9.99.

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PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

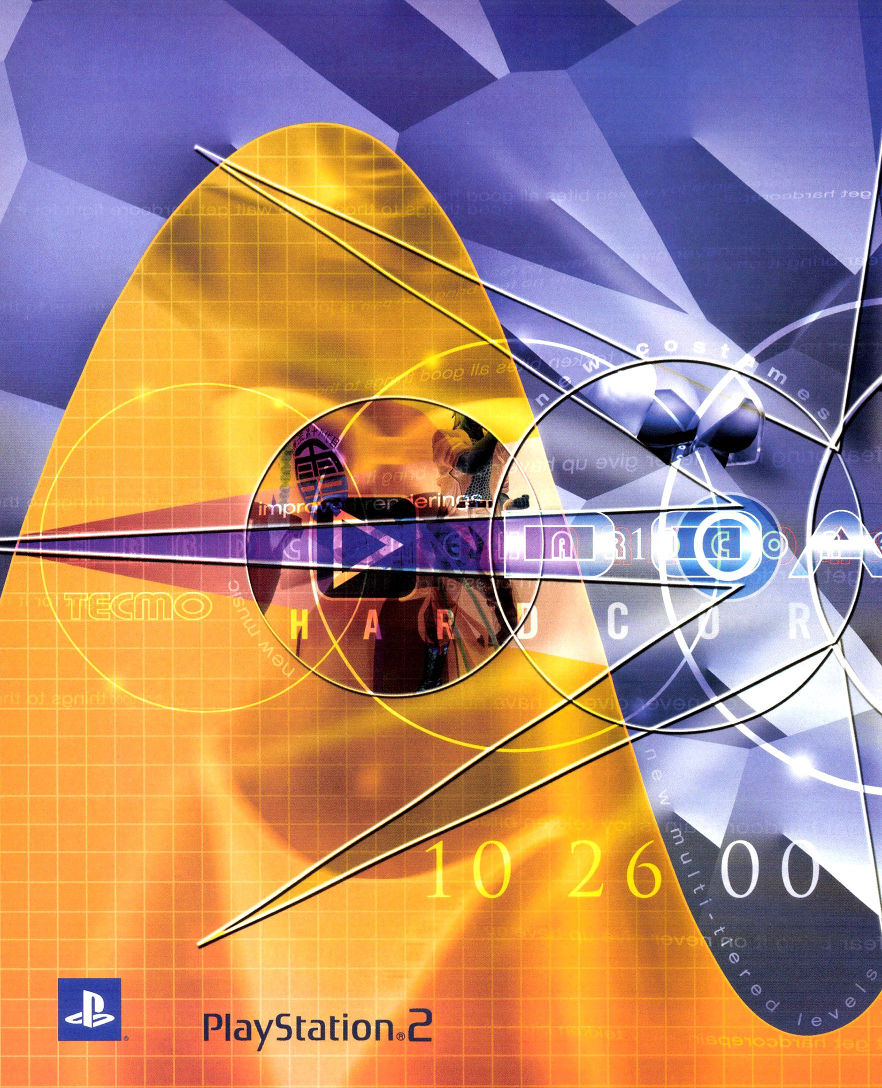
TAKE 2 interactive

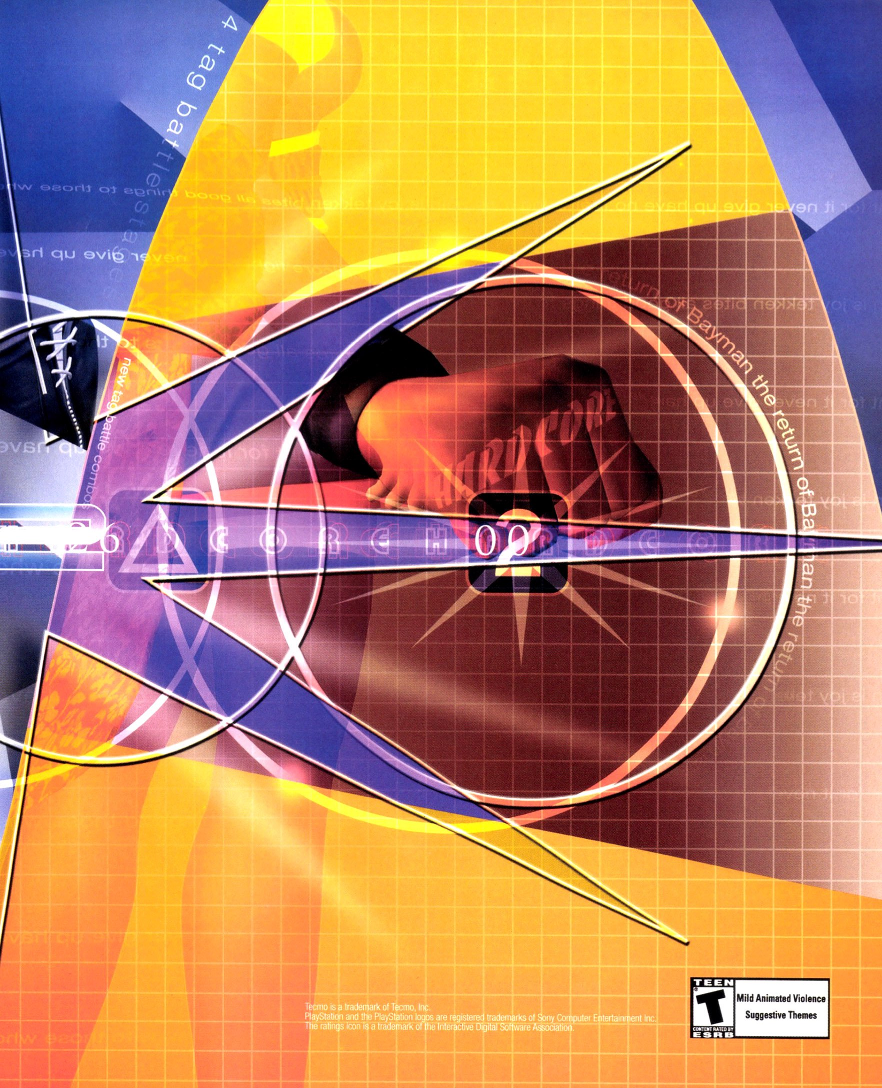
PlayStation ®

$9.99* GOT GAME? $9.99*

*Suggested Retail Price

WWW.TAKE2GAMES.COM


improved renderings
HARDCORE
TECMO
new music
new costumes
new multi-tiered levels
10 26 00
PlayStation 2


4 tag battle stages
new tag battle combos
the return of Bayman the return of Bayman the return of
HARDCORE
DOA 2

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TEEN
T
CONTENT RATED BY
ESRB

Mild Animated Violence
Suggestive Themes

HOLLYWOOD BANTER

The Matrix Sequels Delayed

Production of *The Matrix 2* and *3* is on hold until scripts are completed, producer **Andrew Mason** told the *Sydney Morning Herald* newspaper. "There's some preliminary planning going on, but without the scripts, no one can really lock anything in. So everybody's lining up every option and holding their breath." The sequels were supposed to begin filming on a back-to-back schedule this year in Sydney. Mason told the *Herald* that shooting probably won't start until the middle of next year because of the lengthy preproduction necessary for effects-heavy movies.

Delays are actually good news to someone, though. **David Perry** and his team at **Shiny,** who are working on *The Matrix* video game for PlayStation2, are aiming to have their product out at the same time as the second movie. Looks like they'll have a little longer to work on things now.

More X-Men

Ian McKellen, who plays Magneto in Fox's *X-Men*, told fans that filmmakers will meet soon to discuss the expected sequels. In response to a question on his official Web site, he said, "After a well-earned rest, the producers will regroup with Fox next week to plan the *X-Men* sequel. **Patrick [Stewart]** and I are contracted to take part."

In X-Men game news, Activision's long-term Marvel Comics deal looks as if it will spawn a large number of games associated with the series. Aside from the already announced comic book-based projects, we've learned that games are scheduled to accompany both movie sequels.

www.mckellen.com

Indiana Jones At Last!

Harrison Ford told SCI FI Wire that he's eager to reprise the role of Indiana Jones in a fourth movie. "I'm looking forward to the opportunity to make another film," Ford said while promoting *What Lies Beneath*. Ford added, "There are some efforts under way to come up with a story. When the three of us—**[George] Lucas** and **[Steven] Spielberg** and I—all have a film that we all have confidence in, we'll do it." Ford, 58, told *New York Daily News* columnist Mitchell Fink that he's not too old to do his own stunts in the upcoming movie. "I can't tell you whether all the special effects will be used or not. But if you're asking me if computer animation is going to be used because I'm too old and creaky to do the action, then absolutely no."

www.scifi.com

X-Files For Two More Years?

Robert Patrick (*Terminator 2: Judgment Day*) will replace **David Duchovny** in Fox's *The X-Files*, playing the new partner of **Gillian Anderson's** Dana Scully. Duchovny will appear in about 11 episodes of season eight, and Patrick will be worked into the storyline to replace him, *Variety* reported. Series creator **Chris Carter** announced Patrick's hiring on July 20, according to *The Hollywood Reporter*. *Variety* also reported that Patrick is slated to begin filming episodes on July 24. He is one of four actors who tried out for the *X-Files* job, beating out **Lou Diamond Phillips, Hart Bochner** and *OPM*-fave **Bruce Campbell** for the role. Also this month, we've learned that **Gillian Anderson** has signed up for another year after this, ensuring that the show will run into a ninth year after this season wraps.

www.variety.com
www.hollywoodreporter.com

Ridley Scott Does Terminator

Ridley Scott is rumored to be in line to direct *Terminator 3*, according to Hollywood columnist Jeffrey Wells. Writing on *reel.com*, Wells reported that Scott recently told an interviewer that he expected to direct *T3* after completing *Hannibal*, which is now in production. A number of video game publishers are already chasing the PS2 rights.

www.reel.com

Spider-Man Update

Director **Sam Raimi** confirmed in a taped message at the International Comic-Con in San Diego that the villains in his upcoming *Spider-Man* movie will be the **Green Goblin** and **Dr. Octopus**, according to the *Comics Continuum* Web site. "They do battle on the rooftops of Manhattan, and the Goblin uses his devices from his Goblin glider (his own personal winged transport) to his infamous pumpkin bombs, stun bombs, blast bombs, and he also uses his bag of razor bats—you don't want to know what those things do," Raimi said. As you no doubt know by now, young **Tobey Maguire** has landed the role of Peter Parker. Maguire is best known for his work in *The Cider House Rules, Wonder Boys* and *Pleasantville*.

www.comicscontinuum.com

The Dark Knight Returns...Again

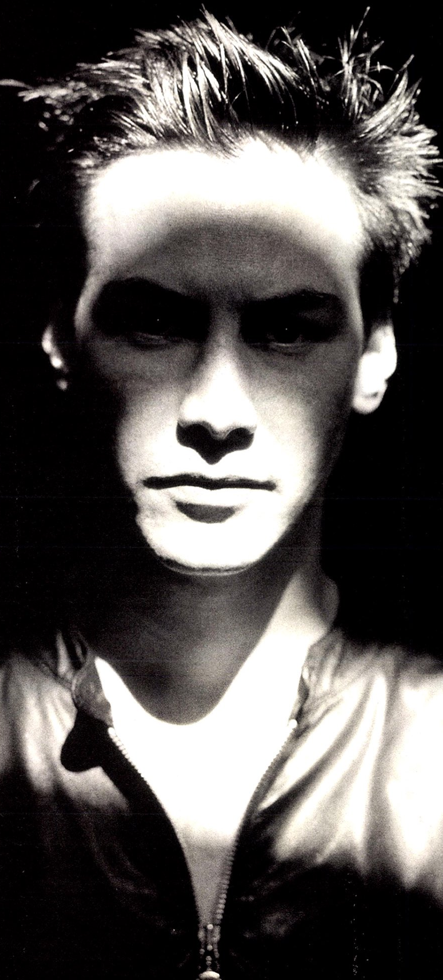
Frank Miller (*The Dark Knight Returns*) told *Comics Continuum* that he's working on a sequel for DC Comics, *The Dark Knight Strikes Again!*, due in 2001. "Batman and Superman remain enduring American myths," Miller said. "But many folks don't realize how rich DC's pantheon of heroes is. These characters have a magic to them and speak to fantasies shared by young and old. Anybody who knows me would tell you I can't stop talking about it. It's an absolute joy to bring fresh eyes and long-held affection to these guys and gals in tights."

www.comicscontinuum.com

Stan Lee Presents...

Stan Lee, who appeared as a columnist in these very pages last month, recently told *Variety* columnist Army Archerd that he's currently developing new movies based on a number of ideas, including *The 7th Portal*, his Web-based animated series. "There are two dozen more ideas I haven't had time to work on yet," he said. "We're going to do more animation on Web sites as we go along." That includes the Star Ship project, which is based on an idea by Star Trek creator Gene Roddenberry.

www.stanlee.net
www.variety.com



Heavy Medal Music

Think about it: If you were to develop a video game, what would be your main emphasis? The graphics? The gameplay? Maybe even the storyline? Whatever your choice might be, nothing holds a game together better than a great soundtrack.

One title that took game music to an unbelievable level was Medal of Honor. With its brilliantly orchestrated tracks mixed with music from the WWII era, it fit the mood of the game perfectly, which in turn made for a richer experience. A big influence on the game's music was none other than Steven Spielberg. He enlisted the help of Michael Giacchino, who had already worked with Spielberg in composing the music for The Lost World video game for DreamWorks Interactive. The score was recorded with the Seattle Symphony. Since The Lost World, Giacchino has composed six additional orchestral scores for DreamWorks Interactive.

For the sequel, Medal of Honor: Underground, producer Scott Langteau once again enlisted the help of Giacchino. "It's an ongoing goal of DreamWorks Interactive to make sure that all production values within the game experience are as polished and professional as possible," explains Langteau. "Music has never been any exception. This is our fourth live orchestra recording with Michael for a PlayStation title. We believe the atmosphere created by having original music composed and performed by live musicians with the actual game in mind, creates an experience that can't be accomplished any other way."

For MoH:U, Giacchino once again composed the original score and used The Northwest Sinfonia, which is made up of members of the Seattle Symphony and the Seattle Ballet. "We also recorded a 25-member boys choir—The Seattle Boys Choir—which provided vocals for us on a number of pieces in the score," says Langteau. "They were some of the most talented young men I've ever had the pleasure to witness at work."

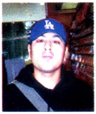
One of the unique aspects of Medal of Honor was the use of period music. It almost made us feel like we were actually there. After conducting extensive research on "how" the music should sound, Giacchino went to work. "In the first Medal of Honor, we thought it would be great to have a period tune playing in the background of one of the levels," explains Giacchino. "I wrote a Cole Porter-esque big band tune which (in the game) is being broadcast over the PA of a Nazi-occupied castle somewhere in Europe. That was great fun to do. Historically it wasn't very accurate—Hitler wasn't a very big fan of jazz—but what the heck! In Underground we have one song (I wrote the music and Scott Langteau wrote the lyrics), which is being played in a café somewhere in occupied Paris. As you sneak through the streets, you'll hear it playing in the background. It's always nice to be able to add that kind of music into a game like this, because it's quite counter to the action that's taking place and creates a very surreal atmosphere."

Don't take our word for it. Crank up the volume while playing Medal of Honor, and it'll all make sense. We've had the pleasure to hear the soundtrack for MoH:U, and it will make your hair stand on end. Listening to the boys choir along with the brilliant score is absolutely haunting.

Word on the Street

"Are you still going to buy PlayStation games after you buy your PS2?"

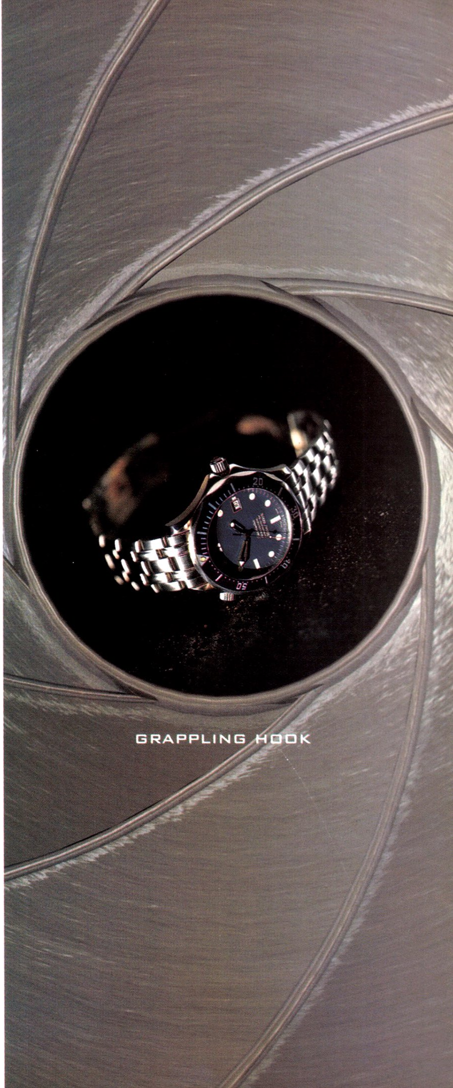
Erasto Compos
San Francisco, CA
Yeah, I will because of all those Greatest Hits games. Those are awesome and you can't beat the price.
Favorite game:
Gran Turismo 2

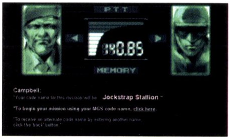


Mario Aldarez
San Francisco, CA
Yeah, but I'm most excited about getting some fighting games for the PS2, like Street Fighter EX3.
Favorite game:
Street Fighter Alpha 3

Hanz Grotzel
Berkeley, CA
I won't buy many PS games, but rather focus on PS2. I'm satisfied with my collection of PS games.
Favorite games:
FFVII, Driver, MGS

Chauncy Greer Jr.
San Francisco, CA
Definitely. I'm really looking forward to RPGs like Lunar 2: Eternal Blue and Chrono Cross.
Favorite games:
FFVIII, Time Crisis





Campbell:
"Your code name for this mission will be Jockstrap Stallion."
"To begin your mission using your MGS code name, click here.
"To receive an alternate code name by entering another name, click the 'back' button."

Bookmarks

www.buzzsite.com/goodies/MGSnamegen/
Learn your Metal Gear code name with this handy generator. Can you guess which *OPM* editor happens to be "Jockstrap Stallion?"

www.viewaskew.com
Site of filmmaker Kevin Smith (*Dogma, Clerks*). Find info on his films and plenty of other goodies.

www.playstation.com
The official PlayStation Web site, and home of the PlayStation store.

www.rottentomatoes.com
Movie reviews collected from numerous outlets onto one site. It's the best way to find out if a film is "fresh" or "rotten."

www.gamespot.com
Our Web partner on ZDNet. News, reviews and everything you want for all game systems.

www.senate.gov/~lieberman/
The man who may be our next vice president is also a leading crusader against violent video games. Head over to Senator Joe Lieberman's site to keep yourself informed.

www.thegia.com
The Gaming Intelligence Agency offers multisystem game info primarily focused on RPGs and other fanboy fare.

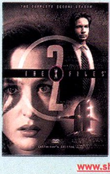
www.namco.co.jp/home/cs/lineup/mrdriller/room/wallpaper/index.html
Download wallpaper of *OPM*'s favorite mascot, Mr. Driller!

www.mcsweeneys.net
The funniest literary site on the Web features stylings by those scribes who write well enough to be published.

DVD Movies

- Hey, arena fight-to-the-death fans! Ridley Scott's **Gladiator**, starring Russell Crowe, will hit the sales racks on Nov. 14.
  www.gladiator-thefilm.com

- Relive the conspiracies when **X-Files: Second Season Collector's Edition** releases on Nov. 7. It features behind-the-scenes footage, a DVD-ROM game, interviews and apparently much, much more. It'll retail for $149.90, but check out express.com if you're looking for a bargain.
  www.thexfiles.com



- A walk down memory lane led us to news about the **Back to the Future Trilogy**. Word on the street (and in the future) says a January 2001 release is likely.
  www.universalstudios.com

- Mel Gibson's recently released **The Patriot** will be coming to DVD sooner than anyone might have expected. It's now slated for an Oct. 24 release, and at press time checkout.com was offering the DVD for just $18.17.
  www.thepatriot.com

- Sci-fi fans might be interested in knowing that **Pitch Black** is expected to be released (in November) in both an "R" and "Unrated" version. We don't yet know what this means, but that Van Diesel is a hunk!
  www.pitchblack.com

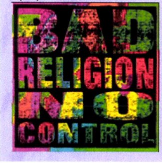
- The only brutha more solid than Solid Snake, **Shaft** and his witty antics can be expected sometime this winter. No word on the extras just yet, but we're hoping for more Busta Rhymes. Can you dig it?
  www.shaft-themovie.com

Sound Station

By John Scalzi

Each month we'll be reviewing albums from the bands that provide the aural soundscape to our gaming experiences. This month we review albums from bands contributing to the Tony Hawk's Pro Skater 2 soundtrack.

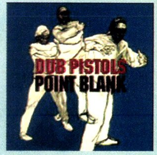
Bad Religion:
No Control
Epitaph Records



Wanna listen to music but don't have a lot of time? You'll love *No Control*—15 tasty punk pastries, only one of which cracks the two-and-a-half minute barrier. The entire album clocks in at 26 minutes (it was originally released in the pre-CD age of 1989, when you could still get away with something like that). It's short, but it's sweet: Bad Religion's only speed here is "fast," and they ram through their set with nifty punk fury. Top it off with Greg Graffin's snotty yet impressively literate lyrics slamming everything and everyone: "The caste of coffee achievers didn't perform like they planned / The morning rush hour traffic is our play of false elan." Sting could sing something like that, except he'd make it sound truly freakin' annoying. Graffin, on the other hand, makes it sound like rebellion. It's a smart, nasty punk romp, and it'll be over in less time than the latest episode of *Celebrity Deathmatch*. Can't beat that.

Final Score ●●●◖

Dub Pistols:
Point Blank
A&M Records



Dub Pistols are regarded as one of the better examples of "big beat" wave you no doubt missed back in the mid-to-late-'90s, but that only points out the problem with this genre—and the genre of electronica as a whole. Which is, this sort of music is perfectly fine when you're at a club or a rave, your pupils dilated to the size of lunar craters and your serotonin receptors oversaturated by the thumping and the flashing lights and the tattooed hotties. But get it out in the daylight and it's sort of irritating. *Point Blank* has one track that makes it in the real world: "Cyclone," with its infectious ska tip fused with a light and fast rap (luckily, this is the track chosen for the Tony Hawk 2 soundtrack). The rest is thumpa thumpa thumpa faceless. Take the CD along to your next warehouse party, but don't expect to listen to it much beyond that.

Final Score ●●◖

Rage Against the Machine:
The Battle of Los Angeles
Epic Records

Something tells me that RATM lead singer Zach de la Rocha's militant Marxist stance could get tired really quickly if you had to deal with him on a daily basis. He's the kind of guy who would have spent his senior prom expressing solidarity with the kitchen staff instead of dancing with his date. But as the fiery, strident mouthpiece of RATM, he rocks. Thumbing through his lyrics is like sitting in front of a lefty political blast furnace, and since he's backed up by one of the harshest rock bands around, his rants are easy to take even when they become unfocused and sanctimonious. We're all saved by the band's crunch more than once. "Sleep Now In The Fire" is the perfect example of this: Zach gets loopy, name checking Columbus' ships, while the band's furious power keeps his train of thought from derailing. It's a group you can admire for its principles and that you can, like, totally thrash to. Good combo.

Final Score ●●●●

John Scalzi's been reviewing music since "nirvana" referred only to a state of spiritual enlightenment achieved through negation of self. Visit his Web site at www.scalzi.com. It's more fun than a prom date with Zach de la Rocha!

Coming Soon to DVD

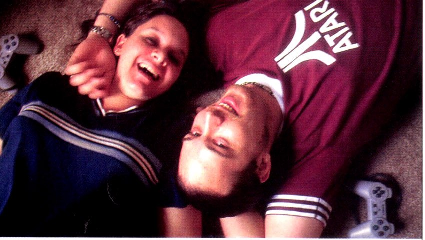
10/3/2000
The Brothers McMullen
James and the Giant Peach (Special Edition)
The Nightmare Before Christmas (Special Edition)
The Time Machine (40th Anniversary Edition)

10/10/2000
Cannonball Run
Jurassic Park
Lost World: Jurassic Park
The Rocky Horror Picture Show

10/17/2000
Diamonds are Forever (Special Edition)
From Russia with Love (Special Edition)
Octopussy (Special Edition)
A View to a Kill (Special Edition)
You Only Live Twice (Special Edition)
Toy Story/Toy Story 2 (2-DVD Set)

10/24/2000
American Beauty

10/31/2000
Anna and the King (Special Edition)
Touch of Evil



Couples of a Feather Game Together

The gaming evolution continues (heck, PlayStation2 is only a month away!) and gaming is becoming more mainstream than ever. *Official U.S. PlayStation Magazine* continues to introduce gaming couples from around the country. This month we settled down with newlyweds Jarod, 24, a graphic designer/animator, and Kari, 22, a student studying graphic design. Jarod's always been a big-time gamer, but when he discovered that Kari's father used to make Atari games it meant they had a lot more in common than they first thought.

How did your gaming come about?
Jarod: I played games my whole life, and so had she because her dad made games for Atari. She has a knowledge of all the old games, just like I do.
Kari: Since we've known each other, we've always had a console lying around.

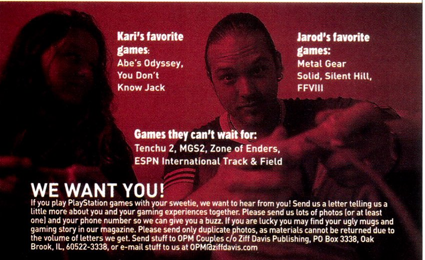
Do you play competitively?
Jarod: It can get that way, but not real heavy. We keep it pretty even keel so we can go to bed happy.
Kari: We play the fighting games, like Mortal Kombat, but I actually like watching him play one-player games.

If you ran the games industry for a day, what would you do?
Jarod: I'd have better two-player games made. There really aren't enough out there. I'd try to get them to link two PlayStations to different TVs so characters would have free-roaming capabilities. A two-player co-op with free will. I'd love a game like that.
Kari: Same here. Most good games are one-player, but two-player games with equal involvement would be great.

What do you think about the violence in games ?
Jarod: It's no worse than a lot of TV and movies out there. It's up to the parents. They've stopped selling cigarettes to minors, but they don't yet limit the sales of games.
Kari: As adults we can handle the realism, but I can understand how you have to watch what younger kids play. I still think they should keep the games with violence. I don't mind it at all.

What's the best thing about gaming with your mate?
Jarod: Having someone to play with, I'd say. I like single-player games. Like when I played through Silent Hill, she was as into it as I was, getting scared and all.
Kari: Basically, it's something different to do than watching television. I'm surprised how few couples game together. Most girls I know complain about their husbands or boyfriends playing games all the time. But even if I'm not playing I love to watch.

Are you guys getting a PS2?
Jarod: Pre-ordered for the 26th. I can hardly wait.
Kari: Especially with the DVD player.



Kari's favorite games:
Abe's Odyssey, You Don't Know Jack

Jarod's favorite games:
Metal Gear Solid, Silent Hill, FFVIII

Games they can't wait for:
Tenchu 2, MGS2, Zone of Enders, ESPN International Track & Field

WE WANT YOU!

If you play PlayStation games with your sweetie, we want to hear from you! Send us a letter telling us a little more about you and your gaming experiences together. Please send us lots of photos (or at least one) and your phone number so we can give you a buzz. If you are lucky you may find your ugly mugs and gaming story in our magazine. Please send only duplicate photos, as materials cannot be returned due to the volume of letters we get. Send stuff to OPM Couples c/o Ziff Davis Publishing, PO Box 3338, Oak Brook, IL, 60522-3338, or e-mail stuff to us at OPM@ziffdavis.com

NUCLEAR DETONATOR

CHRIS GORE

THE LOST STAR WARS GAME

I could write endlessly about Star Wars' influence on the world of movies. How it pioneered new filmmaking technology and special effects, created the blockbuster and reinvented sci-fi fantasy. But many forget that this movie also changed the gaming industry. No film series has had more influence on video games than Star Wars. It's easy to point out all the scenes that lend themselves so well to gaming. Han Solo carelessly blasting away stormtroopers in the corridors of the Death Star. Luke and Han's competitive laser-turret attack from the Millennium Falcon against four unlucky TIE fighter pilots. The Rebels' desperate assault on the heavily fortified Death Star trench. All these action sequences have been turned into thrilling game levels (Dark Forces, Rebel Assault, etc.), highlighted with the familiar music.

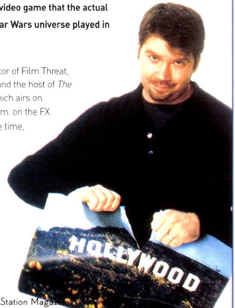
However, many forget that *Star Wars: Episode IV–A New Hope* (which was the first movie, for those of us keeping track) actually featured a video game competition within the film itself. And it has yet to be turned into a game! Of course I'm referring to the scene in which C-3PO takes on the giant-sized Chewbacca in a battle aboard the Falcon that almost resulted in the whining gold robot being ripped into a million pieces. This hologram game was played on a circular chess-like board on which 3D "Holo-Monsters" battled to the death.

OK, the actual special effects seem kind of cheap by today's standards—they just look like cheesy clay-animated monsters. And the big "battle" basically consisted of one screeching little monster lifting another off its feet, then tossing it lightly to the ground. Soon after, it winced and died. But the idea of a 3D circular chessboard with creatures fighting it out is still cool. Where's that game?!

We've seen practically every great action scene in the Star Wars films reproduced as a video game (and even things that we never saw in the films turned into games like Shadows of the Empire). The Holo-Monster game seems to be the only one that remains unmade. So, what is LucasArts waiting for?

Star Wars: Demolition will soon be released for PlayStation, and I guess I could see bored farmers on Tatooine smashing up their landspeeders for kicks—but no Holo-Monster game?

Where's the justice? This is strangely ironic since Holo-Monsters is a video game that the actual characters in the Star Wars universe played in the movie!



Chris Gore is the editor of Film Threat, www.filmthreat.com, and the host of *The New Movie Show*, which airs on Thursdays at 10:30 p.m. on the FX Network. In his spare time, he solves baffling crimes as the costumed avenger known as The Weasel.

PlayStation Cubed

Hollywood taps into Sony's technology

Sony Computer Entertainment's vision to integrate the PlayStation2 chipset into Hollywood applications is fast becoming a reality. The company recently unveiled the GS Cube, a development system designed to deliver computer graphic (CG) movie content via broadband Internet connections. The GS Cube is made up of 16 PS2 chipsets, and with this immense amount of processing power the system can render very complex CG movie data on the fly. To demonstrate the power of this new hardware, Sony has shown scenes and effects from *The Matrix* and *Ants* (much like the shot shown above) rendered in real time. Other companies that are involved with supplying content for Sony's GS Cube include Square, DreamWorks and Warner Bros.

GS Cube Specs

CPU: 128-Bit "Emotion Engine" x 16
System clock frequency: 294.912MHz
Main memory: Direct RDRAM
Memory size: 2GB (128MB x 16)
Memory bus bandwidth: 50.3GB/s (3.1GB/s x 16)
Floating point performance: 97.5GFLOPS (6.1GFLOPS x 16)
3D CG geometric transformation: 1.04Gpolygons/s (65Mpolygons/s x 16)
Graphics: Graphics Synthesizer I-32 x 16
Clock frequency: 147.456MHz
VRAM size: 512MB (embedded 32MB x 16)
VRAM bandwidth: 755GB/s (47.2GB/s x 16)
Pixel fill rate: 37.7GB/s (2.36GB/s x 16)
Maximum polygon drawing rate: 1.2 Gpolygons/s (73.7Mpolygons/s x 16)
Display color depth: 32-bit (RGBA: 8 bits each)
Z depth: 32-bit
Maximum resolutions: 1080/60p (1920x1080, 60FPS, progressive)
Merging functions: Scissoring, alpha test, Z sorting, alpha blending
Sound: Emotion Engine native audio
Maximum output channel: 16
Sampling frequency: 48kHz
Output data length: 16-bit
Output data format: AES/EBU digital audio format

DID YOU KNOW?

- PlayStation games in 1999 outsold the top five U.S. domestic grossing movies—*Star Wars: Episode I, The Sixth Sense, Toy Story 2, Austin Powers: The Spy Who Shagged Me* and *The Matrix*—combined.
- More people in the U.S. own a PlayStation than subscribe to the top 42 U.S. newspapers combined.
- The average age of a PlayStation owner is 23. Thirty-three percent of PlayStation owners are over the age of 24.
- Over 650 million PlayStation games have been shipped worldwide.
- The PlayStation is the fastest-selling product in Sony's 50-year history. One console can be found in every four U.S. households. By the end of 2000, Sony expects to make that one out of every three.

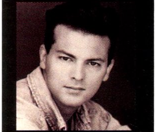
DATA STREAM

Chasing Madden

Snootch-to-the-nootch! Silver screen tag-team Silent Bob and Jay are making their video game debut. They'll be lining up in Madden NFL 2001 for PS2. But since there's no NFL club in Red Bank, N.J., the duo signed onto the unlockable Ecko Team, which features a crew of hip-hop stars.

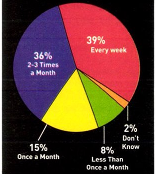
X-Men Hayter

Those of you who saw this summer's blockbuster movie *X-Men* may have noticed the writer was David Hayter, popular among the gaming community for voicing Solid Snake in Metal Gear Solid.



OPM Reader Poll

How often do you usually shop or browse in stores to look for video games?



OVERHEARD: DC DOOMED?

> **"We're not working on any other Dreamcast games at this time. And no, we do not intend to develop more for the Dreamcast, as there is little or no publisher interest in doing so. Even the staunch DC supporters have stopped. Without publisher support, the format is doomed."**

—Argonaut's (Alien Resurrection, Croc) **Jez San** telling our content partner GameSpot about the state of the Dreamcast

GEAR

Hasbro's latest wave of Star Wars action figures includes a Coruscant Guard, a new Darth Maul, Mas Amedda and several others. The figures no longer have built-in COMMTech voice chips, and cost about a buck less than the previous lines. Hasbro is also releasing a 300th Edition Boba Fett figure (commemorating the 300th Star Wars figure since 1978), due to hit stores in early November. • If you're looking for answers to life's tougher questions, turn to Tiger's Interactive Yoda, which responds to any and all queries. You can also play memory games and engage in lightsaber training with the Jedi master. • Some of the new additions to Lego's superior Star Wars line include a 1,304-piece X-wing fighter and a 659-piece Millennium Falcon. Also new, from Lego Mindstorms, is the Dark Side Developer Kit, which lets you create interactive droids to help you crush those pesky Rebels.

Hasbro Action Figures

Interactive Yoda

Star Wars Lego Set

MISSILE LAUNCHER

Clish MacLaver Gossip Gossip

GOSSIP, RUMOR AND SCANDAL. GAMING'S BIGGEST SECRETS DUG UP AND SERVED WITH GRAVY

Only a month to go until PS2 launches, and the world's in a frenzy. Everyone I speak to is quivering with excitement over the whole thing. How delicious!

DUNGEON KEEPER AXED IN FAVOR OF PS2 DEVELOPMENT?

Fans of the wildly popular PC series Dungeon Keeper will be upset to hear that the third game has been shelved. There's an upside, though. EA-owned developer Bullfrog has decided that they'll be taking the resources from the project and pouring them into PS2 titles instead. After snooping around for a while and gossiping over drinkies with some U.K. buddies of mine, I heard the thinking is that some old, unfinished games may be resurfacing for PS2. The most interesting of these is the Peter Molyneux period product, Indestructibles, which was axed a number of years ago. This was basically a superhero simulator that let you build your hero and then fight in a huge arena—just like the big fight scene in *Superman 2*. At the time it was too ambitious for the available technology, but the PS2 is more than capable of providing the necessary power.

DANCIN'...YEAH!

Now that Konami has released Dance Dance Revolution in U.S. arcades, it seems we may actually see the PlayStation release of the game on these shores too. About bloody time! A rep from Konami recently let slip that it could happen and added that the company has received a lot of mail from gamers asking for the game. It seems that harassing the softcos can sometimes pay off.

THE FRENCH

The French are still pushing for world domination. Infogrames' charismatic boss Bruno Bonnell has been telling the world's financial press that there are acquisition deals on the way. "We are working on one now that might surprise some people," he said. "It's global. We have five or six dossiers on the table. We're always looking at U.S. companies and in Europe." Bonnell added, "We won't slow the pace."

Once again he denied that a deal with Eidos is close to completion. He claims that reports of a $1 billion deal are "wild guessing and groundless," adding that "at the moment there are no formal discussions nor agreement on a price structure." However, he admitted that talks are under way. "Yes, we are in touch with Eidos. It would be an interesting strategic fit. Lara Croft would definitely be an interesting match, but it's not just about writing a cheque."

LARA'S NEW 'DO...

Speaking of Lara, it seems that we won't have to wait too long for the next installment of the Tomb Raider series. Once the blatant stopgap game that is Tomb Raider 5—sorry, "Chronicles"—is out of the way, we get the "real" sequel. Our contacts deep within the bowels of Core Design and Eidos are somewhat evasive about the plot behind the game, but it seems that it picks up right after the end of Tomb 4. At the moment, what follows is just speculation based on the scant details we've heard, but most importantly you should know that Lara's not dead after all (surprise, sur-frickin'-prise). Didn't see that one coming, did we now?

Lara is, however, likely to be a somewhat-changed girl...although she'll still boast a rack that must surely get in her way as she jumps around so athletically. Expect to see some changes to Ms. Croft's appearance too, including a much-needed haircut (that 'do was sooo '70s) and a whole new wardrobe with lots of swishy cloaks ripe for John Woo-style slow-mo swishy cloak scenes.

Word on the street is that the new game is much grittier than before. I did manage to squeeze some info out of someone close to the project, who described the game as "much darker."

Is this "pissed-off Lara" that we'll see, then? Could be. Apparently she's not the only star of the game either.

...AND LARA'S NEW MOVIE TOO

Sticking with the Lara theme for a while longer, I managed to sniff out some *Tomb Raider: The Movie* details while out boozing with my buddies in Hollywood this month. As with all action flicks we can expect some serious product whoring opportunities, the most notable of which could well be with British motorcycle maker Norton. As you know, Lara's a big fan of the bikes in the game, but the company hasn't enjoyed much success outside the U.K. for years. A recent bike show in Europe saw the unveiling of an impressive new Norton concept bike that should see the company as a serious contender against the likes of BMW, Triumph and even Harley-Davidson, though.

Rumors abound that Paramount has approached Norton about placing the bike prominently in the movie as Lara's "ride." Also expect to see a slew of gadgets and gizmos from a host of suppliers, including some fairly obvious Sony products.

As filming of the project continues we're getting snippets of gossip from all over the place, and the latest comes from another Hollywood contact who assures me that John Malkovich has been approached to play one of the bad guys. This hasn't been confirmed by anyone yet, but Malkovich has been associated with some of the talent behind the Tomb Raider film, most notably in *Con Air*.

COLORFUL PSONES?

No one's officially confirming this tidbit, but there's been a lot of talk of different-colored PSones later this year. It's such a cute-looking machine, it would be lovely to see it in something other than that off-white.

MADDEN GAMEDAY?

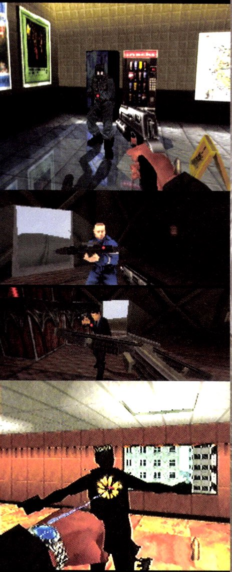
Rumors persist that EA and Sony are about to jump into bed together in a more formal manner than already apparent. The absence of any first-party PS2 sports games at E3 originally fuelled this gossip, but news that EA had been talking to prospective buyers (including AOL/Time Warner) fuelled the fire still further.

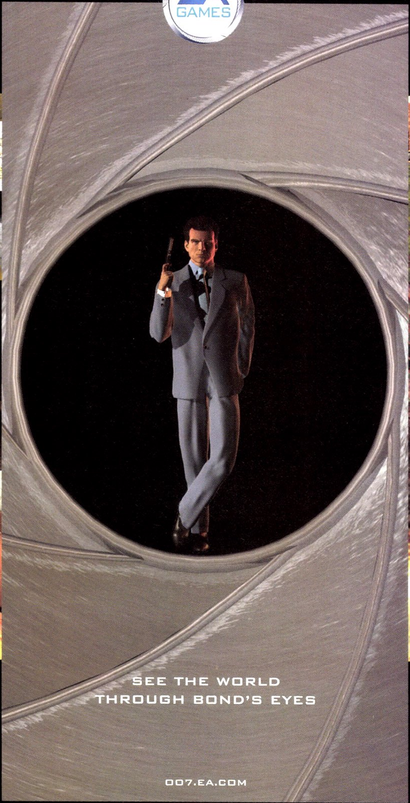
Is Sony looking to buy EA? Apparently the asking price is a cool $10 billion. Whether this is a sensible thing or not, who can tell? If it did happen, it would finally put to rest the EA Sports vs. 989 Sports debates! Personally, methinks Madden would replace GameDay.

Rumor Mill

Lots of little snippets of gossip this month, so I thought I'd lay them all out for you. First up, there's news from a number of sources that Grandia 2 is extremely likely for PS2 at some point next year • Apparently Treasure is working on a bunch of PS2 projects, one of which is running under the working title of RS2. Could this be Radiant Silvergun 2? Or Rakugaki Showtime 2? • Guilty Gear X could be hitting PS2 soon, with Eidos lined up to release it in the States • Raven is rumored to be porting their cool Star Trek Voyager first-person shooter to PS2 • Shiny's *The Matrix* game (technically *The Matrix 2*) will be out the same day as the movie • There's a secret non-Star Wars-based PS2 graphic adventure in development at LucasArts. We'll have more news on *that* little gem next month.

EA GAMES





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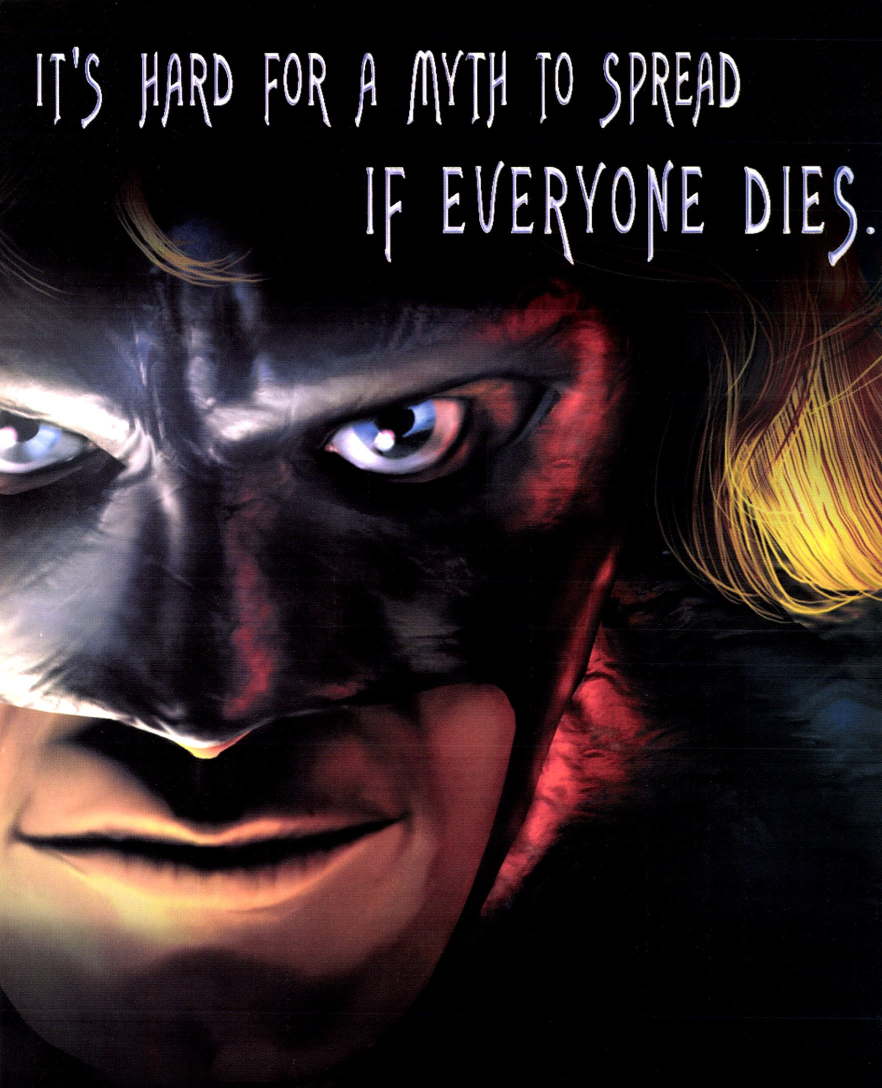
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DUDE, YOU'RE SO HARDCORE

A guided tour through the warped minds of the so-called hardcore gamer

After Gary's soul-rending admission last month that he may not be a hardcore gamer, we've had mail from both sides of that particular issue. The true hardcore gamers were outraged (as were a number of staff members at our offices here in sunny Oak Brook, IL). The rest of you felt a sense of kinship with him as he proposed that manuals should actually be read and that games are generally best played in your native language.

Hardcore gamers are at the very heart of gaming, though. Without them some projects would never see the light of day and some publishers just wouldn't exist. The Dreamcast probably wouldn't have a home either.

In recognition of this group, we're casting a spotlight on the culture and inviting gamers to contribute each month to what's hot and what's lame. Whether you're a hardcore gamer desperately seeking recognition as your favorite activity becomes more "mainstream," or a "normal" gamer who wants to know what the hell those people in EB are actually talking about—this is your haven.

Games

Legend of Mana. Why is everyone so down on it? Magazines and Web sites across the board are slamming it for its vacuous premise and lack of a storyline—but what about that gorgeous art? It seems this is something that hardcore gamers really want to enjoy. Unfortunately, more than eight hours of game time reveals it to be pretty frickin' boring.

Final Fantasy IX. Despite the series being dissed by the superhardcore as overcommercialized, gamers are checking out the imported version of the game in droves. They're also downloading the video clips with scant regard for Internet bandwidth.

Silent Scope. It may be the very definition of "murder simulator," but the arcade game rocks like no other. The prospect of a PS2 version has hardcore gamers foaming at the mouth.

The Legend of Dragoon. The debate still rages on over Sony's RPG, now at the top of the sales charts. Plenty of magazines (including this one) gave it high marks, but hardcore gamers insist it's just another bad Square ripoff. One well-known online reviewer even compared the plot to the Power Rangers.

Tenchu 2. It sucks. It rocks. It sucks. It rocks. Some love it, others hate it—but the original is still held in high regard.

Parasite Eve II. Lots of folks are slagging this game. As far as we can figure, that's because it's not Resident Evil. Of course, the fact that it isn't really trying to be Resident Evil doesn't seem to phase its critics.

Web Sites

Fatbabies. Everyone is talking about it. Video games don't get made by pixies; they're made by real people with real issues. Fatbabies has a knack for sniffing out the grievances and the gossip behind the facade.
www.fatbabies.com

Old Man Murray. Laugh-your-ass-off funny stuff. It's primarily PC-related, but it's written with a certain flair.
www.oldmanmurray.com

Discussion Points

Jaggies. Last month it was all about how PS2 sucks because it has all those jaggies (the jagged lines along the edges of graphics). Now everyone's defending PS2 with quotes from developers stating jaggies are a thing of the past. This'll no doubt continue until PS3 comes out in 2005.

Bungie. Microsoft gets hot sh—t developer Bungie, so that means we won't see the cool-looking Halo for PS2.

Final Fantasy movie trailer. Does it look cool or what?
www.finalfantasy.com

Vic Ireland. The always-outspoken head of Working Designs remains a centerpiece of any hardcore discussion on RPGs. Some love Vic's localization efforts, while others whine about his company's practice of adding too many U.S. pop culture references into their prized imports. All agree, though, that the recurring delays of games like Lunar 2 can be quite vexing. At least Working Designs packs in those nifty extras, like hard-bound manuals and cloth maps. www.workingdesigns.com

Movies

X-Men. The coolest superhero flick since *Batman*. How many times have you said "you're a dick" since seeing it?

Final Fantasy. It's not out for *a-g-e-s* yet, but excitement is building, especially now that Sony Pictures has released that funky new trailer. www.finalfantasy.com

Fight Club. How many times have you seen it? When did you guess the twist? Some claim to have figured it out before the opening credits finished; others still don't get it, and are vowing to watch the DVD with the commentary track turned on to figure it all out. Like *The Matrix*, a must-own DVD.

Titan AE. It's a crying shame this incredible movie didn't do very well. Set for release on DVD in a few months, it will no doubt sell in huge numbers. Likened by many to being a "video game and movie combined" (which is somewhat ironic as Fox has apparently cancelled the accompanying game) it's a visual tour de force, and has a certain Star Warsiness to it.
www.afterearth.com

Lord of the Rings. Another one that's way off—but the classic tale has never been told quite like this before.
www.lordoftherings.net

Ain't It Cool News. Still one of the best Web sites for insider (and we mean *really* insider) info, reviews and rumors about upcoming films. Where else will you read about *Highlander: Endgame*, *Charlie and the Chocolate Factory* and *Dungeons & Dragons: The Movie* all on one site?
www.aint-it-cool-news.com

Anime

Robotech 3000. Harmony Gold has teamed up with AD Vision to re-release the *Robotech* series on DVD and VHS this fall. The DVD version boasts a secondary audio track featuring commentary from many of the members of the original creative team. Even better, *Robotech 3000*, the long-awaited next chapter, should be ready by 2002. Originally thought to be a high-tech CG anime, the new film is instead returning to its roots, with Harmony Gold going back to some of the original producers of the Japanese animation to come up with some design ideas. The story will be set 700–800 years after the events in the last *Robotech* series.

Akira and Ghost in the Shell. Don't even think about talking anime with the truly hardcore unless you've seen these two groundbreaking films. Of course, true devotees have long progressed beyond these, but they're an essential Anime 100 course for the uninitiated.

Toys

Simpsons. Not particularly poseable, but they do talk wher you put them in the dioramas (which are impossible to find anywhere other than www.simpsons.com. Watch out for new Halloween figures later this year.

Spawn/McFarlane Toys. Always cool, and the Nitro Riders figures are worthy of particular note. Check out the new Classics range—you won't believe the quality of the new figures.

Any RPG toys. It's great to own the characters you've come to appreciate during your adventures, but many of these are of such low quality that they fall apart the moment they're removed from the package. Designed for display, not for play.

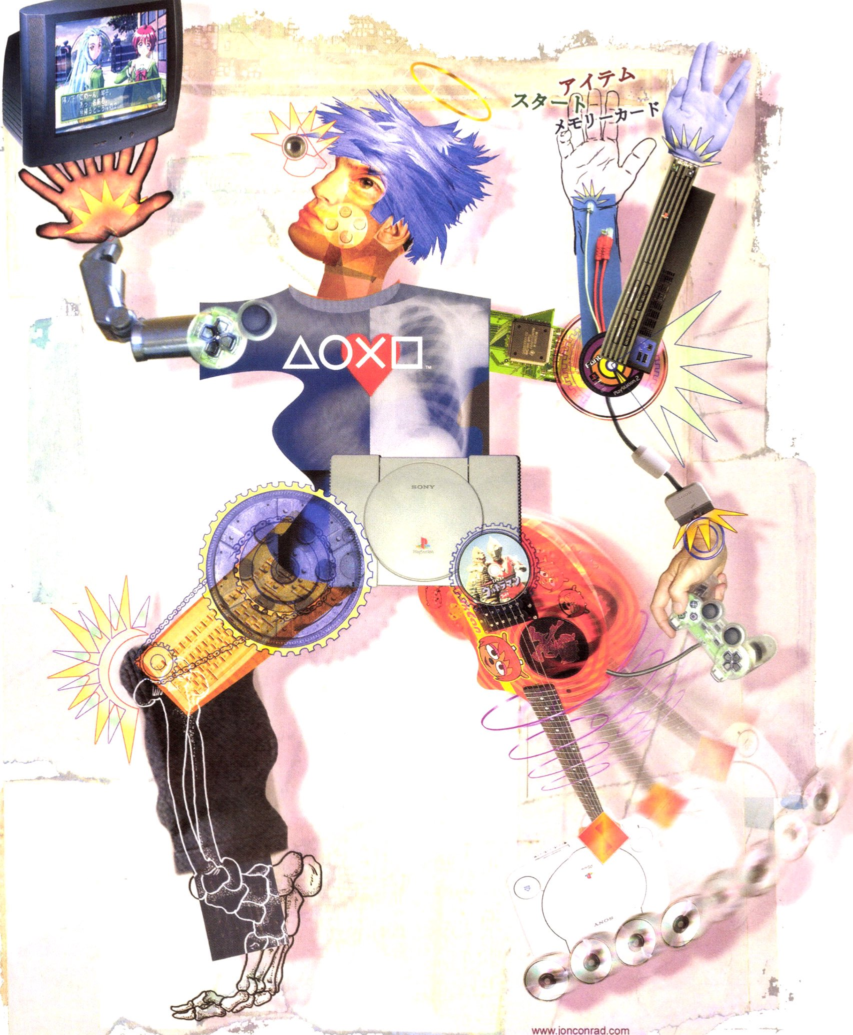
Gear

Sony PEGS300 and PEGS500C. Everyone who's seen Sony's Palm device has instantly fallen in love. It's so sexy, members of the opposite sex will want to remove your clothing and perform unspeakably pleasurable acts on you every time you whip it out. It may be close to $500 when it's launched in September, but it has to be the most desirable PDA ever. There are two models, one of which is in color (the PEGS500C). Both feature Memory Stick compatibility (so you can swap stuff with PCs, cameras and the much-rumored Memory Stick Memory Card for PS2), 8Mb of memory and the Palm OS. Expect all kinds of great uses aside from the obvious stuff (phone book, notes, e-mail, etc.), including MP3 playback and wireless Web access.
www.sel.sony.com

Sony SVR2000. The funkiest Tivo system out there. Better looking than any of the others around, with a seriously cool-looking brushed metal case. Record hours and hours of shows, pause and replay as you watch broadcast TV, and even teach the system (Tamagotchi-style) to record the types of shows you like. It'll hold 30 hours of crappy old VHS-quality images (think: a tape you've recorded over a zillion times) or nine hours of DVD-quality recordings. A cool $400 will buy you the system. You'll also need to lay out $10 a month to dial up the service and download schedules. If you really want to splash out, you can pay $200 for a lifetime's worth of scheduling. www.sel.sony.com

Palm M100. Not as sexy as Sony's upcoming PDA, but significantly cheaper. The new entry-level Palm is only $149 and replaces the somewhat-lacking Palm IIIe. Also, the M100 is about 25 percent smaller than other Palms. Fashion-conscious PDA freaks on a tight budget will appreciate its groovy-colored snap-on body panels.
www.palm.com

Neo35 MP3. SSI Computer Corporation's USB MP3 device that you can plug into your stereo, PC or your car. It costs $350, plus you can upgrade the hard drive with an extra 10GB for $110, or amazingly you can get 20GB for $160. That comes to less than $500 for 300 hours of music. That's pretty damn cool in our book.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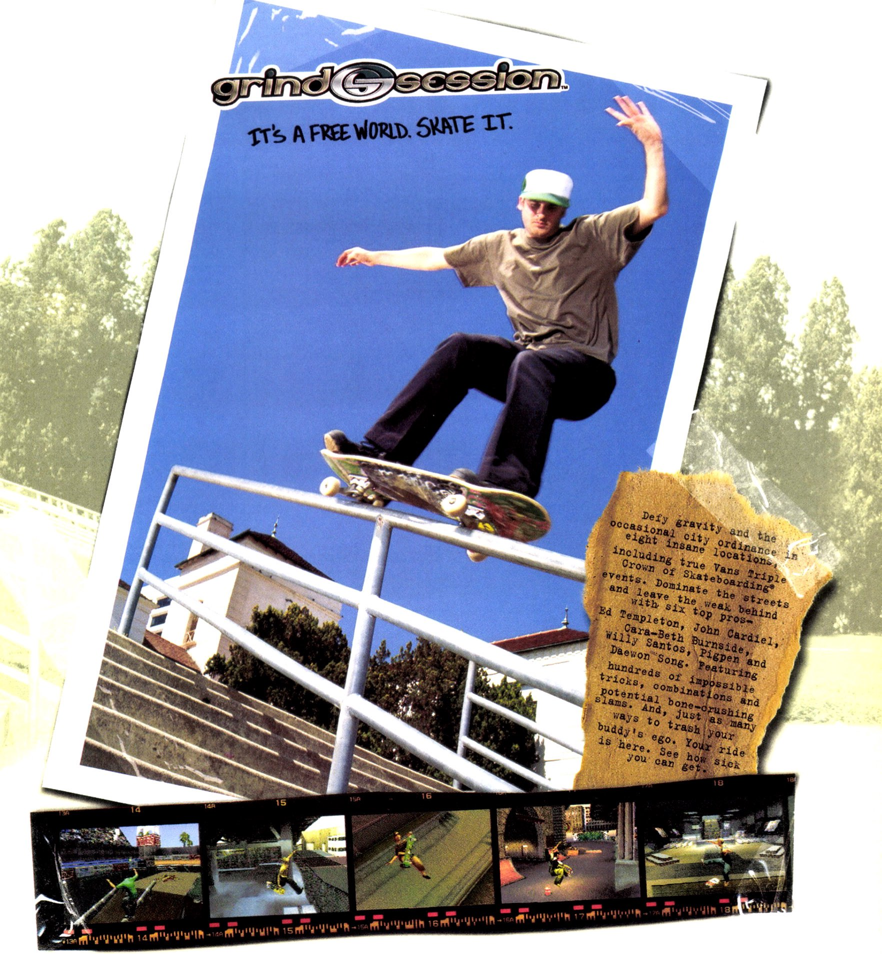
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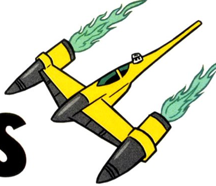


JEDI MIND TRICKS

Testing your Star Wars knowledge

In the spirit of this month's cover feature, the quiz for this issue tilts decidedly toward the Lucasian. Think you know all there is to know about the Star Wars movies, games, books and everything else? These questions should test your knowledge to the max. We've even included a few simpler ones for those of you who don't know your wampas from your womprats. So go ahead and give them a go. Even if you're not quite Jedi Master material, you just might learn something anyway.

19-20	**Jedi Master**
16-18	**Jedi Knight**
11-15	**Padawan Learner**
6-10	**R2 Unit**
0-5	**Mynock**

1. What is the correct spelling of Luke's home planet?
a) Tatooine
b) Tattoo-ine
c) Tattooine
d) Hervé Villachaez

2. Who wrote *Vector Prime*, in which Chewbacca dies a heroic death?
a) R.A. Salvatore
b) Timothy Zahn
c) Alan Dean Foster
d) Kevin J. Anderson

3. What color was Obi-Wan's original lightsaber?
a) Red
b) Light Blue
c) White
d) Neapolitan

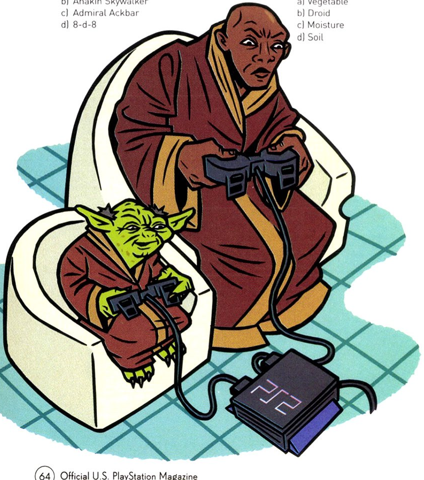
4. Which original action figure was not available through mail order?
a) 4-LOM
b) Anakin Skywalker
c) Admiral Ackbar
d) 8-d-8

5. What was the *other* movie Mark Hamill acted in?
a) *Camaro Sunset*
b) *Corvette Summer*
c) *Hyundai Sunshine*
d) *Camino Real*

6. Which of the following is not an alien race associated with the Star Wars universe?
a) Mon Calamari
b) Hoojib
c) Kodan
d) Bothan

7. Which classic game has never been associated with Star Wars?
a) Chess
b) Clue
c) Trivial Pursuit
d) Monopoly

8. What kind of farm did Luke's aunt and uncle have?
a) Vegetable
b) Droid
c) Moisture
d) Soil



9. The events of Star Wars: Demolition are set in what timeframe?
a) Between *The Phantom Menace* and *A New Hope*
b) Between *A New Hope* and *The Empire Strikes Back*
c) Between *The Empire Strikes Back* and *Return of the Jedi*
d) After *Return of the Jedi*

10. What is the main source of revenue on Bespin?
a) Gambling
b) Tourism
c) Gas Mining
d) Import/Export

11. Which character in Masters of Teräs Käsi married Luke Skywalker in a Dark Horse comic book series published earlier this year?
a) Mara Jade
b) Jodo Kast
c) Arden Lyn
d) Thok

12. A little bit of math for you: Take the number of Star Wars games already available for PlayStation. Multiply by the number of credits promised to Han Solo and Chewbacca by Obi-Wan Kenobi for passage to Alderaan. Add the number of actual movie characters found in Rebel Assault II. Subtract the number of Dark Forces PC games not on the PS (excluding expansion packs). Divide all of this by the number missing in this quote about the Millennium Falcon: "It's the ship that made the Kessel Run in less than __ parsecs."
a) 5,666.8
b) 7,083.5
c) 5,666.75
d) 7,083.3

13. What was the first-ever Star Wars game?
a) Star Wars (arcade)
b) The Empire Strikes Back (Atari 2600)
c) Star Wars (Atari 2600)
d) Space Invaders

14. What are the wings on an X-wing fighter called?
a) X-foils
b) THX-foils
c) S-foils
d) Wings

15. What former student of Qui-Gon Jinn gone bad did Obi-Wan Kenobi help the Jedi Master defeat, leading Qui-Gon to reluctantly accept him as his Padawan learner?
a) Xixor
b) Xur
c) Xavier
d) Xanatos

16. Properly spelled, of what race is Chewbacca?
a) Wookie
b) Wookee
c) Wookiee
d) Wookey

17. Of the following people/groups, who did not appear on the *Star Wars Holiday Special*?
a) Harrison Ford
b) Bea Arthur
c) Dick Van Patten
d) Jefferson Starship

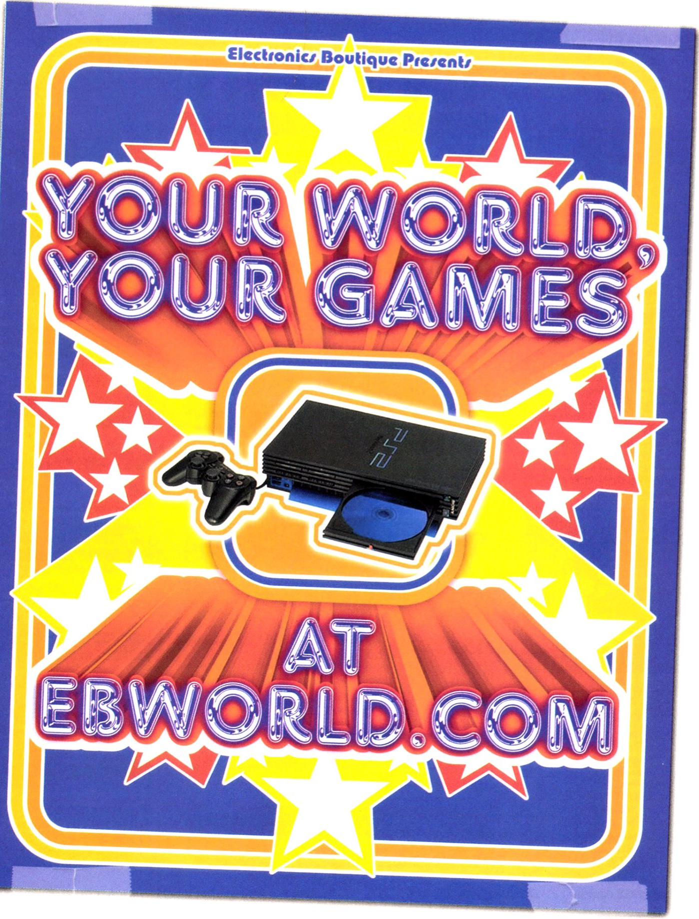
18. According to the *Star Wars Holiday Special*, which of the following is not the name of a member of Chewbacca's family on his home planet?
a) Malla
b) Lumpy
c) Itchy
d) Scratchy

19. According to George Lucas, what is the origin of the name "Chewbacca"?
a) His uncle, who liked to chew tobacco
b) A name that just "popped into his head"
c) From an African dialect meaning "very tall"
d) The name of his neighbor's dog

20. When Luke Skywalker resigned his commission, who took over as leader of Rogue Squadron and led the attack on the second Death Star?
a) Major Derlin
b) Captain Needa
c) Wedge Antilles
d) Han Solo

Answers:
1.a **2.**a **3.**b **4.**d **5.**b **6.**c **7.**b **8.**c
9.c **10.**c **11.**a **12.**b (5 x 17,000 +
3 [Ackbar, Emperor, Vader] – 1
[Jedi Knight] / 12) **13.**b **14.**c
15.d **16.**c **17.**d **18.**d **19.**b **20.**c

Illustration by Steve Wacksman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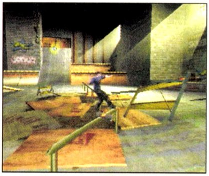
TOP TWENTY

	Last Month	Title / Publisher	Rating
1	1	Tony Hawk's Pro Skater *Activision*	●●●●◖
2	—	Legend of Dragoon *Sony CEA*	●●●●◖
3	3	Spec Ops: Stealth Patrol *Take 2 Interactive*	●
4	2	WWF SmackDown! *THQ*	●●●●◖
5	19	Tekken 3 *Namco*	●●●●●
6	—	Driver *GT Interactive*	●●●●
7	4	Syphon Filter 2 *989 Studios*	●●●◖
8	8	Syphon Filter *989 Studios*	●●●●
9	9	Triple Play 2001 *Electronic Arts*	●●●●●
10	7	Gran Turismo 2 *Sony CEA*	●●●●●
11	12	Crash Bandicoot: WARPED *Sony CEA*	●●●●●
12	13	Metal Gear Solid *Konami*	●●●●●
13	16	Namco Museum Vol. 3 *Namco*	●●●◖
14	—	Digimon World *Bandai America*	●◖
15	14	Spyro the Dragon *Sony CEA*	●●●●
16	11	MLB 2001 *989 Studios*	●●●
17	—	Gran Turismo *Sony CEA*	●●●●●
18	17	Namco Museum Vol. 1 *Namco*	●●●◖
19	6	Jedi Power Battles *LucasArts Entertainment*	●●◖
20	—	NBA Live 2000 *Electronic Arts*	●●●●◖

Source: NPD TRSTS Video Games Service, mid-July 2000. Call them at 516.625.2345 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.



1 Tony Hawk's Pro Skater

Last Month: 1 *Activision* ●●●●◖

Is this game ever going to cool off? The way this is going, guys like Chad Muska, Bob Burnquist, Andrew Reynolds and Rune Glifberg will soon be household names (for those clueless about the above names, play this game already!).

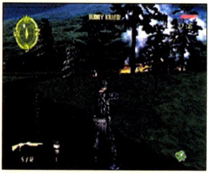
We've said it's dynamic, we've said it's cool, and apparently you all agree. Come September we'll all have a new version to play, but until then it still makes perfect sense to have this skate-a-thon in your collection.

We just have to wonder how many people have bought boards since the THPS revolution, and how many kneecaps have been cracked.

2 Legend of Dragoon

Last Month: — *Sony CEA* ●●●●◖

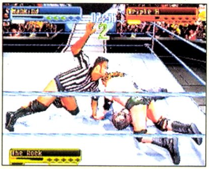
For years the only PS role-playing games that would shoot to the top of the charts were those developed by Squaresoft. Sony has taken some cues from the RPG giant, and has produced a stellar game that borrows some of the best aspects from the Final Fantasy series while adding an innovative and fun battle system. Sony managed to keep this one a secret during the three years it was in development. We sincerely hope they're secretly working on a PS2 sequel!



3 Spec Ops

Last Month: 3 *Take 2 Interactive* ●

The worst game to grace the Top Twenty in recent history seems to have a stronghold on the No. 3 spot. What does this say about us as a society?



4 WWF SmackDown!

Last Month: 2 *THQ* ●●●●

WWF SmackDown!'s slide has finally begun. After a lengthy stay at the top spot, this fake fist-to-face frenzy is fizzling a bit.

5 Tekken 3

Last Month: 19 *Namco* ●●●●●

It's obvious this one's jumping back to the top of the list because of the PS2 anticipation. We're sure the bargain price helps a bit too.

OPM's Most Wanted PS2 Games

1	Metal Gear Solid 2	*Konami*
2	Madden NFL 2001	*EA Sports*
3	Star Wars: Starfighter	*LucasArts*
4	ESPN Int'l Track & Field	*Konami*
5	TimeSplitters	*Eidos*
6	SSX	*EA*
7	Zone of the Enders	*Konami*
8	Munch's Oddysee	*Infogrames*
9	Silent Scope	*Konami*
10	Dark Cloud	*Squaresoft*

OPM's Most Wanted PS Games

1	Tony Hawk 2	*Activision*
2	Final Fantasy IX	*Squaresoft*
3	Alone in the Dark	*Infogrames*
4	Crash Bash	Sony CEA
5	MoH Underground	*EA*
6	Spyro: Year of the Dragon	Sony CEA
7	NHL 2001	*EA Sports*
8	Dragon Warrior VII	*Enix*
9	WWF SmackDown!2	*THQ*
10	Incredible Crisis	*Titus*

Japan's Top 10 PS and PS2 Games

1	Final Fantasy IX	*Square*
2	Jikkyo Baseball 2000	*Konami*
3	Gekitotsu Tomararuku	*Sony CE*
4	Pachi-Slo Oukoku 3	*Aruze*
5	Jikkyo Baseball (PS2)	*Konami*
6	Tomb Raider 4	*Capcom*
7	My Summer Holiday	*Sony CE*
8	Hot Shots Golf	*Sony CE*
9	Dance Dance Rev. 3rd	*Konami*
10	J League Jikkyo	*Konami*

U.K.'s Top 10 PlayStation Games

1	Colin McRae Rally 2.0	*Codemasters*
2	WWF SmackDown!	*THQ*
3	In Cold Blood	*Sony CEE*
4	World Champ. Snooker	*Codemasters*
5	Hogs of War	*Infogrames*
6	Vagrant Story	*Square*
7	Medal of Honour	*EA*
8	Jedi Power Battles	*LucasArts*
9	Euro 2000	*EA Sports*
10	F1 2000	*EA Sports*

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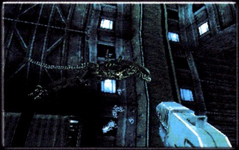

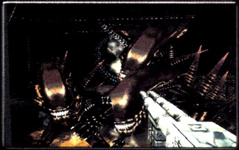

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Coming Soon

October/November (subject to change)

Armored Core 2	Agetec	Action
The Bouncer	Square EA	Action
Dark Cloud	Sony CEA	Adventure
Dead or Alive 2: Hardcore	Tecmo	Fighting
Dynasty Warriors 2	Koei	Action
ESPN International Track & Field	Konami	Sports
Eternal Ring	Agetec	RPG
Evergrace	Agetec	Adventure
Extermination	Sony CEA	Action
Fantavision	Sony CEA	Puzzle
FIFA Soccer World Championship	EA Sports	Sports
Fusion GT	Crave	Racing
Gradius III and IV	Konami	Shooter
Gran Turismo 2000	Sony CEA	Racing
ICO	Konami	Adventure
Kessen	EA Games	Strategy
Knockout Kings 2001	EA Sports	Sports
Madden NFL 2001	EA Sports	Sports
Midnight Club	Rockstar	Racing
NCAA GameBreaker 2001	Sony CEA	Sports
NFL GameDay 2001	Sony CEA	Sports
NHL 2001	EA Sports	Sports
Oni	Rockstar	Adventure
Rayman	Ubi Soft	Action
Ready 2 Rumble: Round 2	Midway	Sports
Ridge Racer V	Namco	Racing
Roadster Trophy	Interplay	Racing
Silent Scope	Konami	Shooter
Smuggler's Run	Rockstar	Racing
SSX	EA Sports	Sports
Star Wars: Episode I—Starfighter	LucasArts	Action
Street Fighter EX3	Capcom	Fighting
Summoner	THQ	RPG
Swing Away Golf	EA Sports	Sports
Tekken Tag Tournament	Namco	Fighting
Timesplitters	Eidos	Shooter
Top Gear: Dare Devil	Kemco	Racing
Unreal Tournament	Infogrames	Shooter
World Destruction League: Thunder Tanks	3DO	Action
X Squad	EA Games	Action

The Bouncer

Finally, Square shows us more

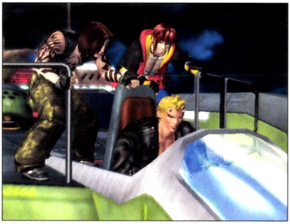
As we told you last month, The Bouncer stars three bouncers who work at a bar called FATE: The kind-hearted Volt Krueger possesses tremendous strength, Kou Leifoh can smooth-talk with the best of them, and the young Sion Barzahd, who was recently traumatized by the death of his girlfriend. One day, a girl named Dominique visits the bar, whom Sion immediately takes a liking to. But suddenly a gang bursts in and kidnaps her, prompting Sion and his two colleagues to take up the chase.

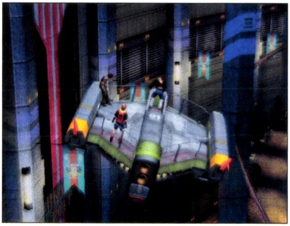
Also known for his work on other **Square** titles such as Final Fantasy VII, Chrono Trigger and Parasite Eve, Takashi Tokita serves as producer for The Bouncer, part of a team of 90. "When the project first started," says Tokita, "we planned to release it simultaneously with the launch of the PS2. However, in order to make the most of the PS2 specs and develop innovative gameplay for the game, we have boosted our development staff, budget and time."

The Bouncer's gameplay involves three game elements: computer-generated movies, real-time events and action sequences. Though noticeable load times do exist between the events, Square states that they have reduced them to a minimum. The story mode takes about seven or eight hours to finish, but new story elements unfold by playing through with each of the three characters. "We have also included characters and special moves that can only be acquired if you play the game extensively," says Tokida, "so I would say it might take over 20 hours to get everything."

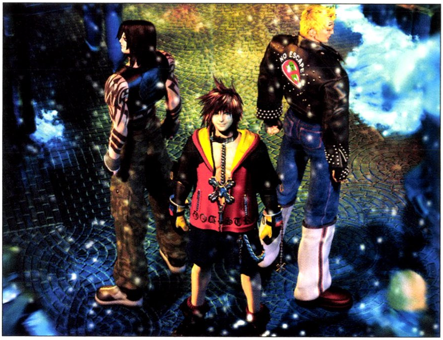
While the Story mode involves only one player, the Versus mode (and possibly more that have yet to be announced) provide for some multiplayer action as well. During battles, each character fights with his bare hands, but possesses a unique fighting skill. "Although it is a fighting/action game," Tokita informs us, "there are no complicated button commands. We have based the controls on Tobal and Ehrgeiz, but have also utilized the pressure-sensitive analog buttons of the PS2 controller."

As one of the first titles announced by Square for the PS2, The Bouncer garnered a considerable amount of hype in its early stages, much of which has since diminished since the team failed to show anything but story sequences. Still, Tokida seems very optimistic about his game which is set for release this **winter**. "This being our first PS2 title," he says, "we're under a lot of pressure. But each day we are amazed and excited at what we accomplish as we move toward completion. See you guys soon at FATE!"



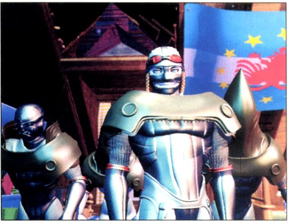


I-is that you, Volt...?



Square and PS2

When asked about their favorite aspects of the PS2, The Bouncer's team members respond quickly. "The strength would definitely have to be the remarkable improvements to the graphical and audio expressions," says Takashi Tokita. "You will find the game to be very smooth, with the help of high-res pictures and visual adjustments done by the lighting and filter techniques. The Bouncer is shaping up to be a game that pushes PS2's limits."



Where did you take Dominique!?

Sion, move it!

Play With Me

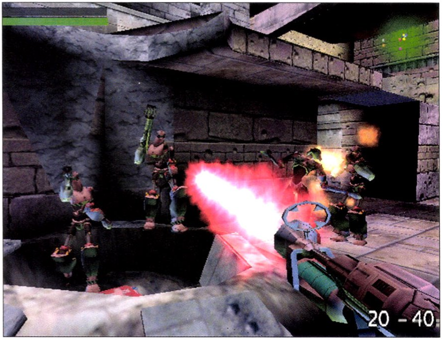
The Bouncer team wants players to feel as though they're in control of an action movie. Much time was spent to perfect facial animation for dialogue in both Japanese and English (in fact, the DVD will offer both languages, dubbed and subbed, on it). Additionally, The Bouncer's special effects are said to rival some of Hollywood's finest. Early demos of The Bouncer used Matrix-like effects. While these are now gone, similar ones in the game look amazing.

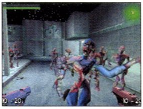
TimeSplitters

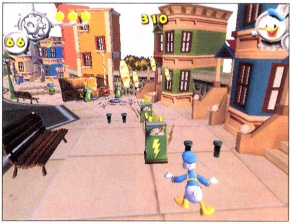
You'll probably be buying this

Developed by **Free Radical**, a UK-based team composed of a surprising number of ex-Rare programmers, designers, artists and noise-makers responsible for GoldenEye 007 on the N64, TimeSplitters could well prove to be yet another "must-buy" PS2 game. As you can probably tell from the screens, it's a first-person shooter...and that's it, plain and simple. No messing around. You're in a cool-looking environment, you shoot stuff with a seriously nasty array of weapons, you flick swtiches, open doors and collect objects, then shoot some more stuff and move on to the next level. It's a bit like Doom, only about a zillion times better looking and even faster paced.

If that isn't enough to satiate your thirst for action, though, the game offers plenty more. TimeSplitters' level editor lets you build complete levels that you can save off to memory card, and these can then be used for multiplayer games that range from straight-on deathmatches, to team games, to a variant on capture the flag. Building a level couldn't be easier. You choose pieces from a selection of predetermined "rooms," arrange them on a grid, pick a "look" (from gothic to industrial), throw in some cool lighting, decide where objects and characters will "spawn," then press a button. A brief moment later and you're there...in your level—and if it's the first time you've tried it, you'll probably have your mouth wide open in awe. Publisher **Eidos** is understandably quite excited. Watch for it at **launch**.

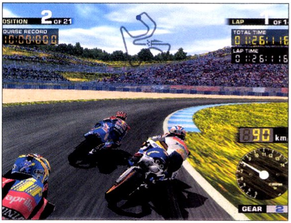






Disney's Donald Duck

The original angry duck is back, and he's grumpier than ever! Sometime **next year**, **Ubi Soft** will be bringing Donald to life on the PlayStation2 in a platformer that promises to capture the essence of the foul-tempered fowl. Donald's wild mood swings play an essential role in the game, as he reacts differently depending on whether he's happy, berserk, angry or hyper. Grab some Prozac, and get ready to guide Donald through 24 levels in a quest to save Daisy from disaster.



Moto GP

Get ready to play one of **Namco**'s more popular arcade games at home. Moto GP features real-life Grand Prix tracks and riders (you'll even get a mugshot of each as they blaze on by), and even with an Arcade mode this is still probably the most realistic—and challenging—of the few motorcycle games available for home consoles. This means you'll really need to slow it down in the turns, which may turn off fans of arcade racers when we see it in **February 2001**.

WipeOut Fusion

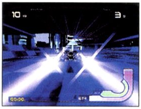
The game we've always wanted to see on PS2

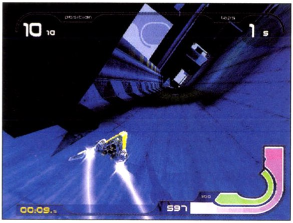
The original WipeOut, with its fresh visual style and hot techno soundtrack, stood out as one of the first PlayStation titles to truly show what was possible for the future of gaming. So, it's no wonder that the franchise has become one of the most-requested titles for an upgrade on the PS2. **Psygnosis** has answered the prayers of gamers with WipeOut Fusion, and while it's doubtful that the game will break nearly as much ground as the original, it is still looking pretty hot.

Set in the year 2150, WipeOut Fusion introduces a new racing league called F9000. The new generation of antigravity craft offers a giant increase in components that influence ship handling. Whereas the first WipeOut had seven parameters to influence ship controls, Fusion offers 48 distinct ones. Basically, this means lots more complexity for craft response and control. And in WipeOut Fusion, ships can now be damaged—sparks and smoke now shoot from your craft after crashes. Sometimes parts will even be lost.

The environments in the game are naturally another area receiving drastic improvement thanks to the power of the PS2. Each track consists of more than 150,000 polygons and features multiple paths and levels (WipeOut Fusion allows you to flip your ship 180 degrees so you can reach a track above you). The game also sports seven main areas, each with three seperate courses.

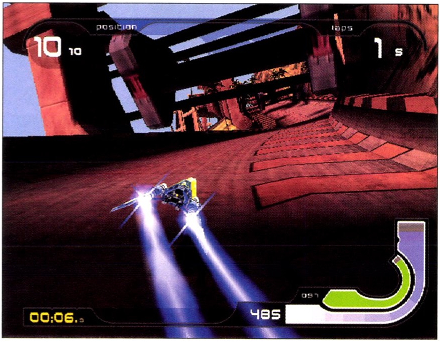
Other enhancements to look forward to include selectable pilots with individual stats, a steering option similar to strafing, and plenty of new weapons. Look for the game before **year's end**.



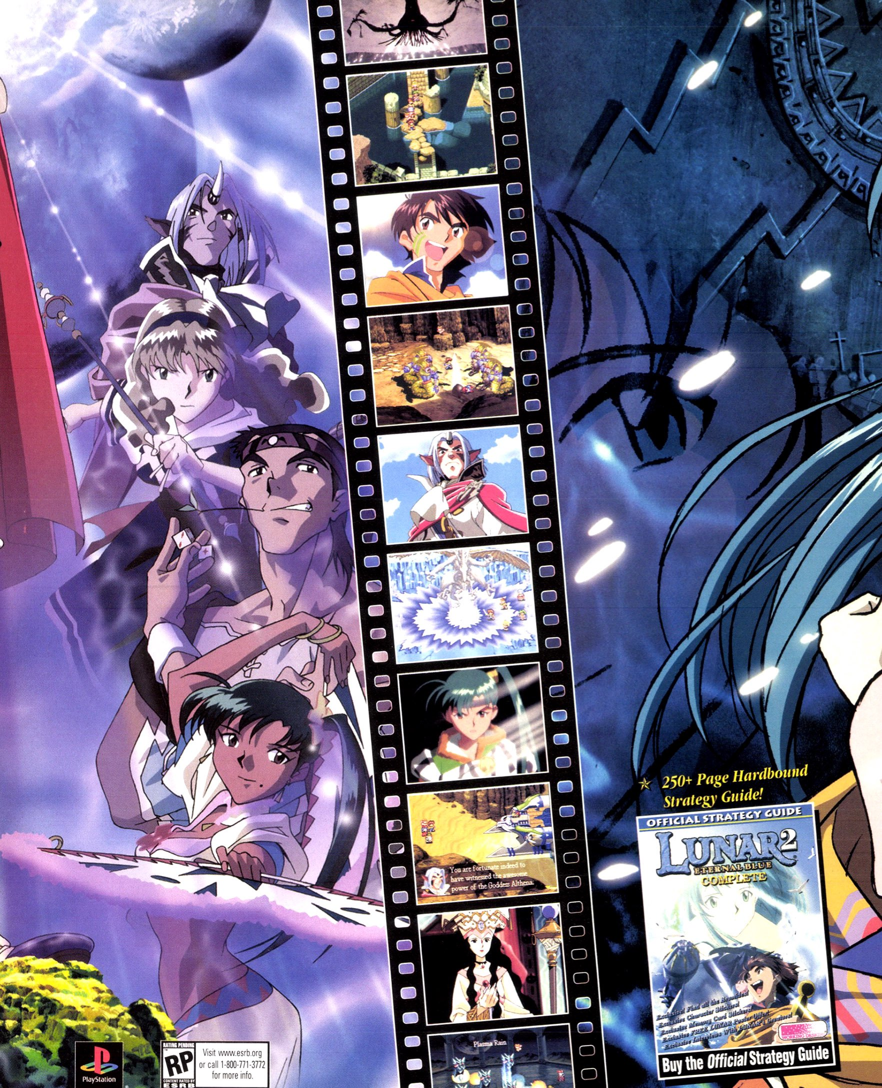


Looks Good

Earlier WipeOut installments were given a visual identity by The Designer's Republic, but WipeOut Fusion is handled by a crew called Good Technology. "Given the significance of the WipeOut series within the design industry," says the new developer's Phil Gerrard, "this project is a very important addition to our creative portfolio and one that the whole company is excited about—not least because we have all been huge fans of WipeOut since day one."



In The Darkest Hour,
Hope Springs Eternal.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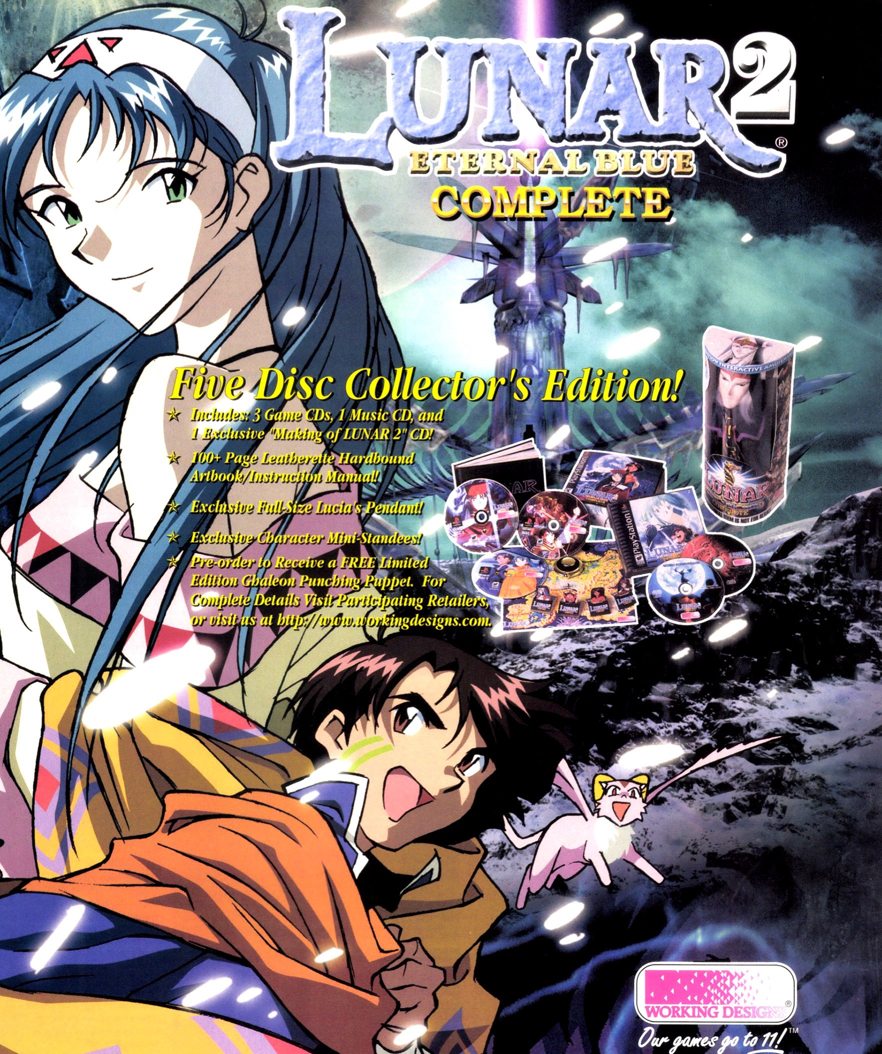

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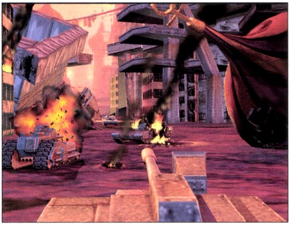
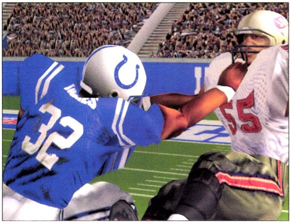
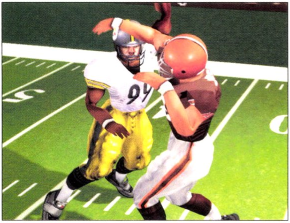


WDL: Wild Thunder Tanks

3DO's World Destruction League: Wild Thunder Tanks pits you in a post-apocolyptic world as a tank warrior battling it out in a tournament for the championship title. All of your actions are broadcast on television worldwide—this is, after all, the ultimate in spectacle entertainment. Thunder Tanks makes use of the PS2's high-resolution modes for crisp graphics and also features anti-aliasing and light-sourcing effects. Look for the game in **November**.





ESPN NFL Primetime

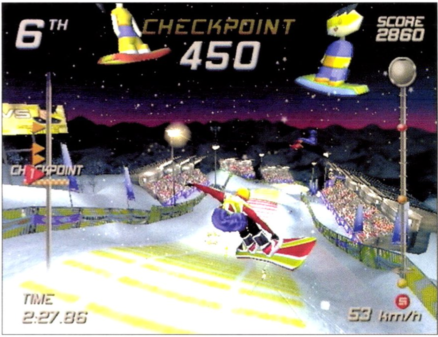
We haven't gotten our paws on a playable of **Konami** and ESPN's **November** gridiron effort, but the game promises full ESPN integration, including the legendary man of nicknames, Chris Berman, and his cohort Tom Jackson. One cool feature should be the bottom-of-the-screen sports ticker that keeps you up to date on scores from around the league. As for graphics, we'll see... But Edgerrin sure seems determined to put his stiffarm through that defender.

SSX

Screaming by at 65 mph in a winter wonderland

If ever there has existed a racing game that captures the freedom of the sport it represents, this is it. Sure, the realism is in question since you're screaming down a wicked steep hill at 65 mph and mastering a backflip 180°. But **EA Sports**' SSX (Snowboard Supercross), available at **launch**, really plays off the autonomy and the adrenaline of shooting down a mountain, along ice, through panes of ill-placed glass (yes, glass), all while being pushed and shoved by attitude-heavy, win-at-all-costs competitors. This liberation occurs in environments that are friggin' huge! Both courses that we have played through last almost seven minutes each, including opportunities to grind, ramps allowing for so much air you feel like you've been shot from a cannon, and downhill drop-offs in the 70°-angle range.

SSX's three gameplay modes are perfect for boarders of all interests. The Freeride Mode allows you to screw around on a course at your leisure, practice your best tricks and pretty much act like a spaz. The two race modes include a single event (self-explanatory) and a World Circuit where you go through a whole season and progress through an array of events, concluding with the Championship Invitational Event. So far, the effects and control are really tight and the snow feels and looks like, well...snow.



5TH
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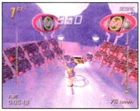
SCORE
6500
TIME
1:39.54
57 km/h

6TH
450
SCORE
3420



MIKE
ANTI-THEFT DEVICE

Muzak

The tunes in SSX fire up the adrenaline as much as streaking down the mammoth bunny slopes. The game features a techno break beat soundtrack by Mix Master Mike (of Beastie Boys' *Hello Nasty* fame), Rahzel, Aphrodite and Mickey Finn, to name a few. Mix Master Mike's album *Anti-Theft Device* features furious, high-energy scratching along with smooth, soothing bits, too.

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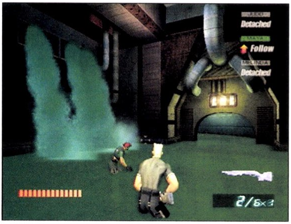
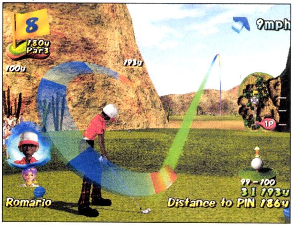


X Squad

This game may not look like much more than a cliché third-person sci-fi adventure, but looks can be deceiving. **EA Games** has added uncommon features, like the ability to command a squad of up to four characters, setting basic attack and defense routines. The game also implements stealth tactics—like peeking around corners and the ol' duck-and-roll—with surprising intuitiveness. Let's just hope the, uh, unusual voicework is addressed before the **October** release.



Swing Away Golf

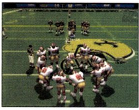
If you're looking to hit the links without stepping away from your new PS2 at **launch**, **EA Sports**' Swing Away Golf fits the bill. It offers arcade-style golfing with seven different golfers on six different courses. A sweet feature that isn't par for the course is the caddy selection. Depending on which one you use, the advice might just steer you wrong. "Swing Away Golf transcends the sport," says Jennifer Miller, SAG's product manager. We'll find out soon enough.

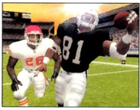
Madden NFL 2001

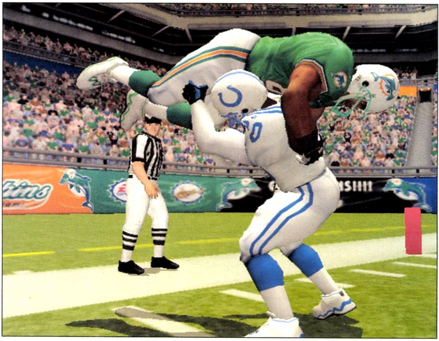
Realism beyond our wildest gridiron expectations

Like never before, Madden gamers better be wary of those big-armed, mean-eyed defensive ends charging after your QB. Why, you ask? Because you can see them coming at you—*really* see them, moving full-steam. And running the ball, like no other time in console history, is an act of ballet. Monster-armed offensive linemen throw all 300 polygonal pounds at the oncoming tackler-wannabes just to open the most miniscule hole for your halfback to sneak through. When you're toe-to-toe with a cornerback, one man to beat, the absolutely clear visuals let you know if cutting left, right or spinning is the best strategy to leave that d-back in the dust.

EA Sports' Madden 2001 (a **launch** title) feels right on both sides of the ball. Analog passing means throwing a receiver-leading lob or a bullet pass into a wideout's numbers depends on how viciously you're jamming on the button. Tackling, too, looks as realistic as we've ever seen—no more diving defenders five feet off the ground. This time a dive feels like a dive, and when a bone-crunching hit crumples a player, you actually wonder if the guy is getting up. The Upper Deck-created Madden Cards, awarded for in-game performance, can be used to up players' stats featured on the cards.







madden cards
help

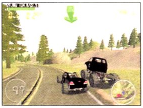
Trading Cards

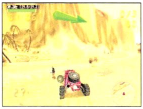
Beyond impressive graphics and gameplay lies an upgrade of last year's Madden Challenge. This year you're awarded points based on what challenges you achieve (a QB sack, run for 100 yards, not throwing an incompletion) at different difficulty levels (harder level equals more points). You can "spend" these points on packs of Upper Deck's suave Madden Cards, which can then be traded, wagered over a game or used to increase player attributes.

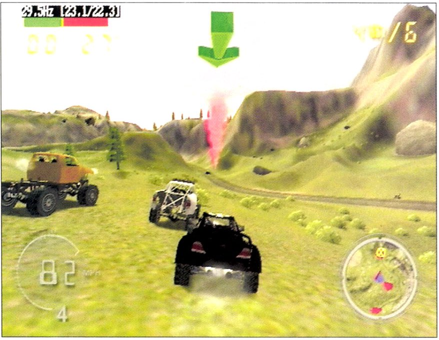
Smuggler's Run

Illicit, off-road fun for everyone

Rockstar Games continues to uphold its rebellious image with Smuggler's Run, due out in **October**. The goal of the game is primarily the transport of contraband from Point A to Point B through enormous, hilly environments [and you can usually see Point B from miles away due to the unbelievable sight distance], meanwhile doing your best to stay out of the way of Officers C through L. This may seem like a relatively simple task—one Rockstar producer described the default mode as "basically Crazy Taxi...but with drugs"—but believe us when we say those border patrolmen are one nasty bunch, with some of the fiercest artificial intelligence we've seen yet. The inclusion of checkpoint races and two-player cooperative and competitive modes adds even more insane off-road fun to this incredible-looking game.

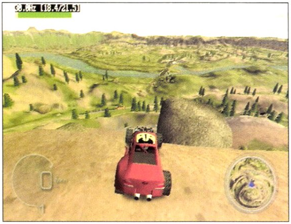


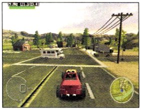


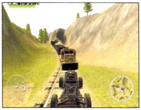


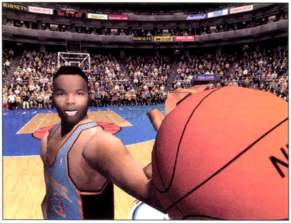
Vision Thing

The sight distance in Smuggler's Run is simply amazing... but don't take our word for it. Check out the screen at right, taken from the highest point in the Forest level. You can make out what appears to be a blot of pavement just the other side of the river [that's a full-sized train in the mid-foreground, just to give you a sense of the scale]. But drive straight toward it and you'll end up in the middle of town [below]. This clarity of vision really helps you around.



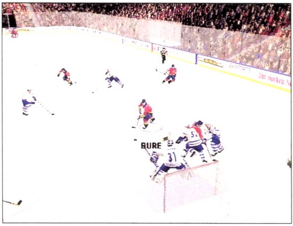






ESPN NBA 2Night

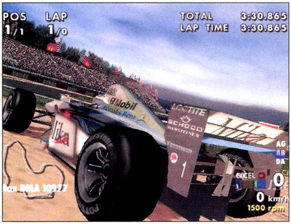
Boo-yah! ESPN's Stuart Scott makes his vid debut alongside Brent Musburger this **November** in **Konami**'s NBA 2Night. Besides sweet announcing, the game features 25 unique, high-flying dunks and some mad low-post play for in-tight b-ball. The Create-A-Player sounds promising, as you use a limited number of attributes to develop a star for the draft—see if your guy makes the cut. We haven't played it just yet, but we'll update all the goods when we do.



BUFFALO
AFINOGENOV
DALLAS
VAN ALLEN

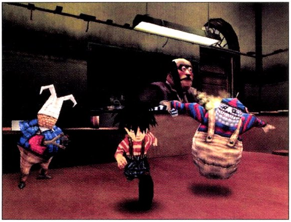
NHL 2001

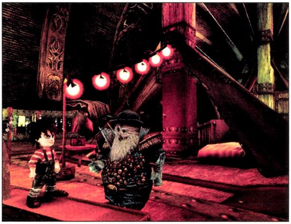
Since **EA**'s original hockey titles for the Genesis, no hockey game has looked this groundbreaking. But the way it looks isn't nearly as cool [well, actually it is] as the complete interaction of the game. If a player gets called for a cross-check, he argues; if a brawler tries to pick a fight, he deals out a slash or a stinky glove. During stoppages, players chat and discuss strategies, the weather, that new bistro down the street [or, more likely, nothing]. Look for it at **launch**.



F1 Racing Championship

While Psygnonis and EA both have great-looking F1 games coming to the PS2, **Ubi Soft** should not be denied. This offering from the French publisher features all of the licensed F1 teams, from Mercedes Benz to Ferrari, and all of the 16 tracks of the Formula One season. The game's developer, **Video System**, intends to deliver much-improved artificial intelligence with its first F1 entry on the PS2, as well as some highly complex car models. Look for it next **spring**.





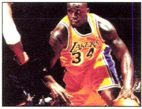
Evil Twin

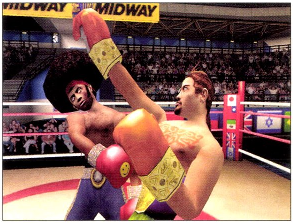
Developed by **In Utero** and originally planned as a television series, **Ubi Soft**'s Evil Twin tells the story of Cyprien, a particularly unlucky young lad who was sucked into a parallel world on his birthday. To make matters worse, all of the creatures of his worst nightmares had come to life! His only way out? Fight 'em! As Cyprien, you must battle these enemies with a slingshot or any other interesting weapon you might find throughout your quest. Face your fears next **spring**.

Ready 2 Rumble: Round 2

Where personality and being punched really mix

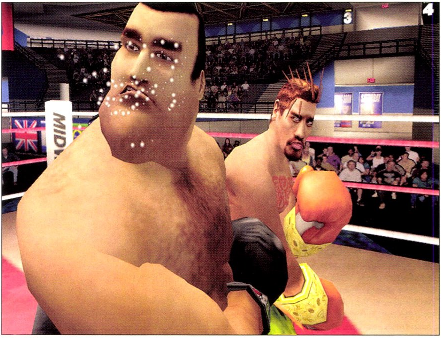
The madcap antics of **Midway**'s Ready 2 Rumble return, and Round 2 looks fantastic. When last we saw the flinging fists of Afro Thunder, he wasn't nearly this pretty, his gold tooth hardly glimmering. Now, the boxers' clothes and hair flutter and sway depending on their movements. But the visuals, surprisingly, aren't the best improvement to the game. It's much more of a boxing game now, not just a tacticless button-masher. You're able to block and dodge to get the best of your opponent, while also using the all-new combos and "rumble flurries." As for the stars of the show, all 11 previous boxers return, along with 12 new pugilists—even Shaquille O'Neal and Michael Jackson! You can sting like a bee at **launch**.

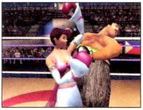


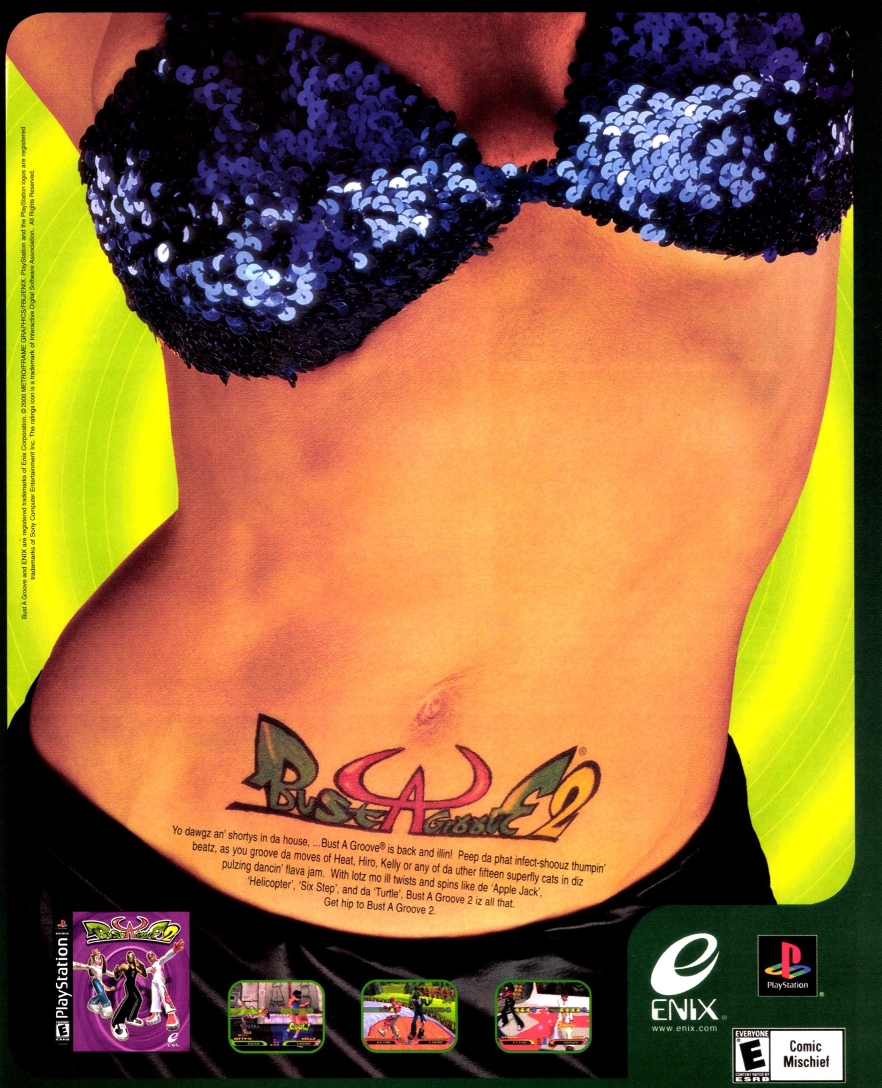


Shaq-Fu!

Last time we saw Shaquille O'Neal he was slamming basketballs through the hoops en route to his first NBA Championship (even though he was only hitting about 30 percent of his free throws). Now, apparently, the silver screen star of *Kazaam!* and *Blue Chips* is Ready 2 Rumble. His unlockable R2R character features oodles of tattoos, including the one we can actually see during Lakers' games—the Superman logo on his left shoulder.



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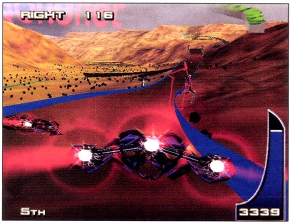
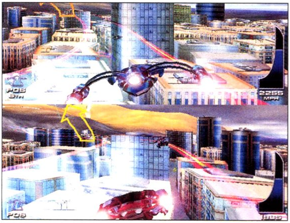
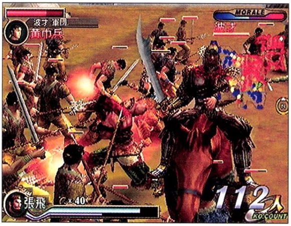




G-Surfers

WipeOut Fusion isn't the only antigravity racing PS2 game that we're looking forward to. UK outfit **Blade Interactive** is also delving into the genre with a racer called G-Surfers for release **next year**. What sets this game apart from the rest is what the developer calls a real-world simulator. Blade's Tom Grinshaw explains: "The data has 100 percent coverage for the Earth and is properly mapped onto a sphere, so you can fly nonstop around the world in any direction." Sounds cool.



Dynasty Warriors 2

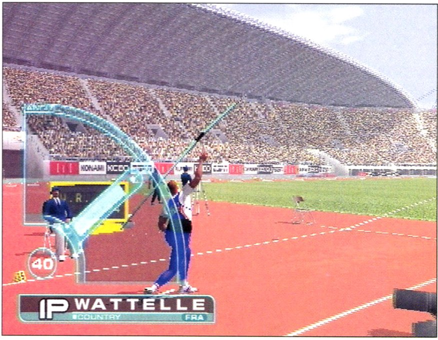
Now that **Koei** has sent us a playable version of this **launch** game, a few of us have had a hard time getting any work done. While some find the one-man-on-a-battlefield action to repeat itself a bit too much, the rest of us just can't get enough of this 360-degree evolution of Final Fight. Apparently, you all like it too—of all games shown at the PS2 truck's July stop in Chicago, DW2 was generally preferred even over the likes of Tekken Tag, Silent Scope and Ridge Racer V!

ESPN International Track & Field

Olympic emotion translates to agonizing blisters

Pull on your spandex, tie your shoelaces tight, and, most importantly, chalk up your fingertips. This **fall**, **Konami** brings Track & Field to the PS2, mixing all the charms of wrist-aching button-mashing with graphics and sharp ESPN-style presentation that matches the international flavor of the Olympic games. And just as the previous Track & Field games constantly put a player at risk of carpal tunnel syndrome, the new challenges also depend as much on technique as fast fingers.

The game's 12 events (though we've only had the joy of playing eight of them so far, a few are unlockable) include the likes of the 100m dash, 100m freestyle, long jump and skeet shooting. Rhythmic gymnastics perfectly represents the game's diversity in its Dance Dance Revolution style, where accurate, rhythmic button-tapping increases your push for the perfect 10. Four players at once compete with the Multitap, which is *the* way to feel like you're actually competing in Sydney.



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1P
2P
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4P
WATTELLE

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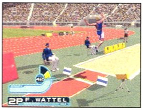

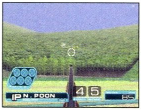

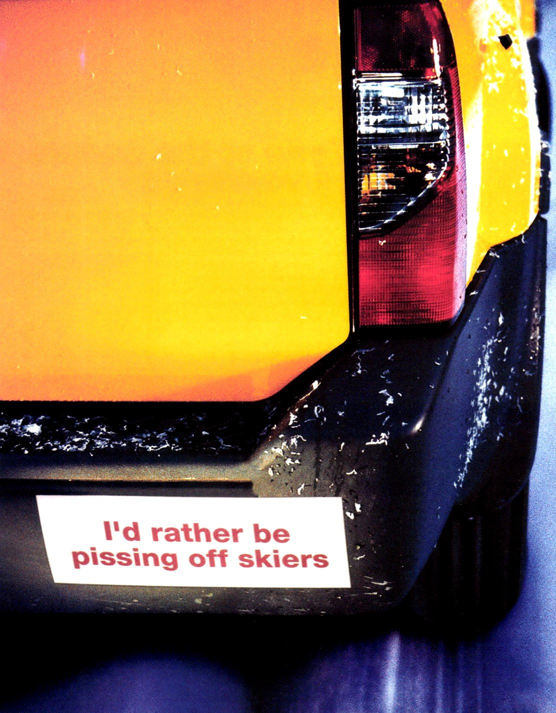

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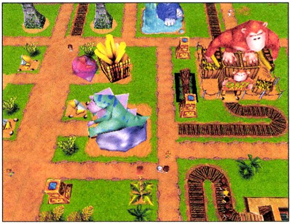
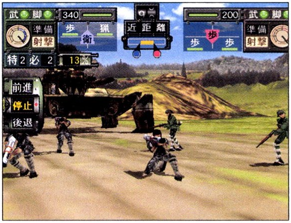
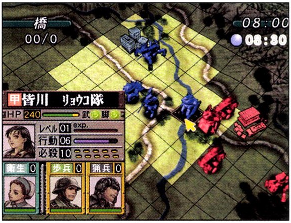


Theme Park Roller Coaster

Ever dreamt of building your own roller coaster? You know, one that would be filled with stomach-churning twists, lots of loops, and one of the most insane drops ever. Well, **EA Games**' new title for the PS2 allows you to do just that. And then you can ride your creations! Developed by **Bullfrog**, Theme Park Roller Coaster uses some of the best elements of the SimTheme Park and dishes out eight environments to create rides in. Look for this one in **November**.





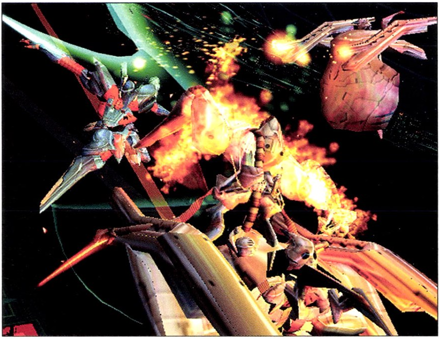
Ring of Red

What if Japan refused to surrender at the end of World War II? This is the premise behind **Konami**'s new strategy-simulation game for the PS2. Several factions in Japan refused to surrender to the Allies and this caused the country to partition. The game places you in control of one of the factions and requires you to battle opposing forces. And because it's set in the future, troops are fitted with Armed Fighting Walkers instead of tanks. Red hits Japan this **September**.

Z.O.E: Zone of the Enders

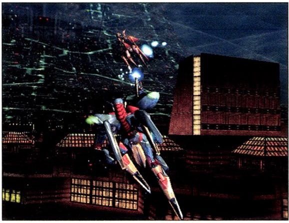
Mech morality from Kojima and friends

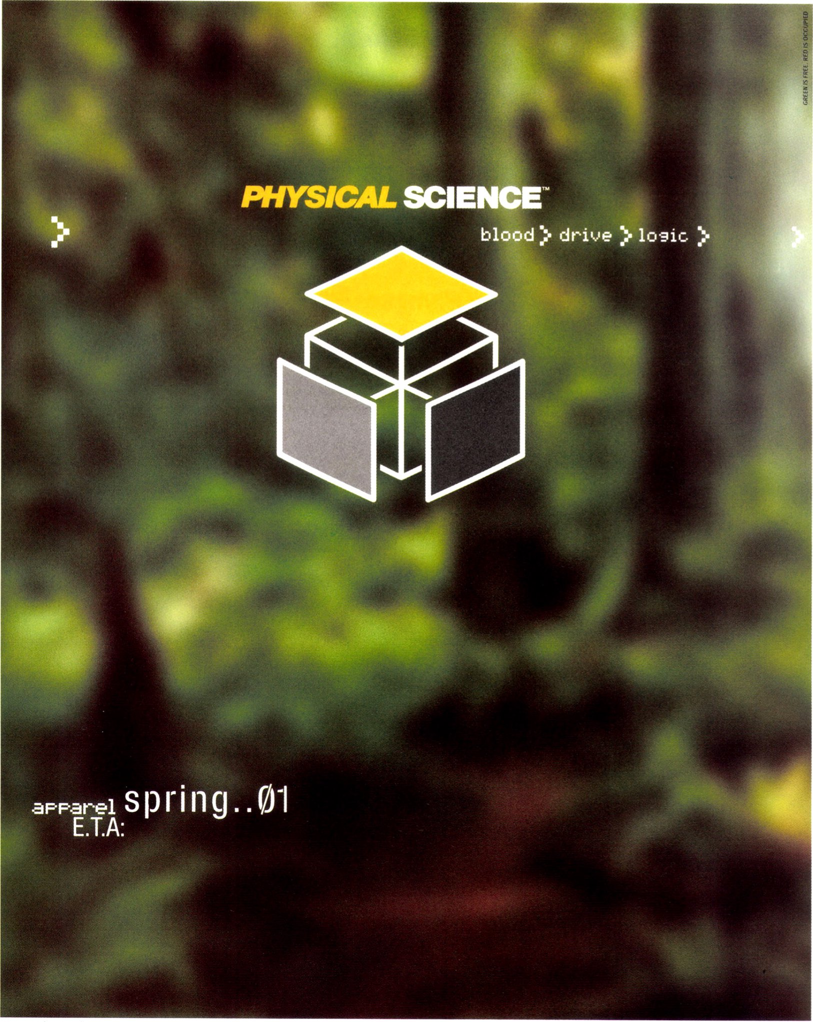
While **Konami** is still keeping fairly tight-lipped about its upcoming mech game Zone of the Enders, we ha learned a few extremely intriguing tidbits about the story and the way it progresses. Apparently, producer Hideo Kojima and director Noriaki Okamura are determined to give the game a moral bent: While at its heart Z.O.E is an action game, your style of play determines how you are perceived in the universe and affects elements of the story. For example, in the midst of a huge airborne battle you might choose to seek refuge behind a building. But the buildings in the game are populated, and if they get seriously damaged, people die. If you ignore such elements, other characters begin to treat you differently. Conversely, if you show a care for your fellow man, even ADA, your computerized assistant, begins to respond differently, developing emotions and a degree of empathy. All this affects the mature, complex story, in a way that promises to be nothing short of enthralling. We can't wait for **February 2001**!



Fighting Fair

The combat system in Z.O.E allows you to target specific areas of the enemy's mech, giving you the choice between disabling your enemy by lopping off arms and legs or going straight for the cockpit to remove the pilot directly. Even boss characters give you this choice—but sometimes the easiest path isn't the best one. If you fight cruelly you will gain a reputation as a cold-blooded killer, which also affects how other characters relate to you.

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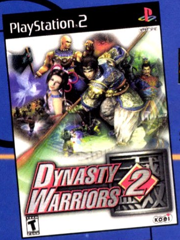
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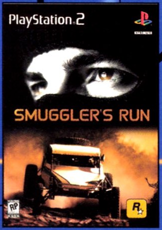
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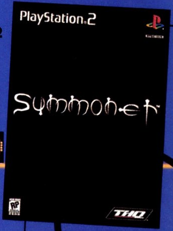
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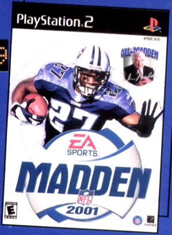
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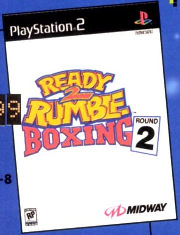
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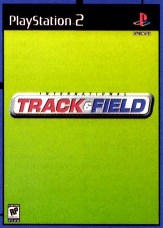
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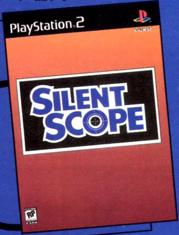
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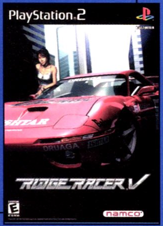
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Coming Soon

September		
Alien Resurrection	Fox Interactive	Shooter
Breakout	Hasbro	Action
Dave Mirra Freestyle BMX	Activision	X-Sports
Destruction Derby Raw	Midway	Racing
Dino Crisis 2	Capcom	Adventure
Family Feud	Hasbro	Trivia
Flintstones: Bedrock Bowling	Southpeak	Action
Frogger 2: Swampy's Revenge	Hasbro	Action
Galaga: Destination Earth	Hasbro	Action
In Cold Blood	Midway	Adventure
Jeopardy! 2nd Edition	Hasbro	Trivia
The Little Mermaid	THQ	Action
Micro Maniacs	Codemasters	Racing
Motor Racer 3	Infogrames	Racing
Ms. Pac-Man Maze Madness	Namco	Action
MTV Sports: Pure Ride	THQ	X-Sports
MTV Sports: Skateboarding	THQ	X-Sports
NASCAR 2001	EA Sports	Racing
NFL Blitz 2001	Midway	Sports
NHL 2001	EA Sports	Sports
Parasite Eve II	Square EA	Adventure
Power Rangers Rescue	THQ	Action
RayCrisis: Series Termination	Working Dsgns	Shooter
Rayman 2: The Great Escape	Ubi Soft	Action
Scooby-Doo!	THQ	Action
Sea-Doo Hydrocross	Vatical	Racing
Tonka Space Station	Hasbro	Action
Tony Hawk's Pro Skater 2	Activision	X-Sports
Wheel of Fortune 2nd Edition	Hasbro	Puzzle
October		
Army Men: Sarge's Heroes 2	3DO	Action
Backyard Football	Infogrames	Sports
Batman Beyond: Return/Joker	Kemco	Action
Blue's Big Musical Movie	Mattel	Action
Breath of Fire IV	Capcom	RPG
Buzz Lightyear/Star Command	Activision	Action
Championship Motocross 2001	THQ	Racing
DarkStone	Take-Two	RPG
Donald Duck: Quack Attack	Ubi Soft	Action
Dragon Tales: Dragon Seek	Mattel	Edutainmnt
Dragon Valor	Namco	RPG
Elmo in Grouchland	Mattel	Edutainmnt
Evil Dead: Hail to the King	THQ	Adventure
F1 Championship Season	Ubi Soft	Racing
FIFA 2001	EA Sports	Sports
The Grinch	Konami	Action
Harvest Moon: Back to Nature	Natsume	RPG
HBO Boxing	Acclaim	Sports
Jarrett & Labonte Stock Car	Codemasters	Racing
Jungle Book Rhythm N'Groove	Ubi Soft	Dance Sim
LEGO Stunt Rally	LEGO Media	Action
Lunar 2: Eternal Blue Complete	Working Dsgns	RPG
Martian Gothic	Take-Two	Adventure
Mary Kate and Ashley's Mall	Acclaim	Action
Medal of Honor Underground	EA Games	Shooter
Mega Man Legends 2	Capcom	Action
Mike Tyson Boxing	Codemasters	Sports
Mort the Chicken	EA Games	Action
MTV Sports: T.J. Lavin's BMX	THQ	X-Sports
The Mummy	Konami	Adventure
Muppet Monster Adventure	Midway	Action
Muppet Race Mania	Midway	Racing
NASCAR Heat	Hasbro	Racing
NASCAR Racers	Hasbro	Racing
NBA Live 2001	EA Sports	Sports
NBA ShootOut 2001	Sony CEA	Sports
Rescue Heroes: Molten Menace	Mattel	Action
Rollcage: Stage II	Midway	Racing
RPG Maker	Agetec	RPG
Rugrats in Paris	THQ	Action
Sheep	Empire	Strategy
Tom & Jerry: House Trap	Mattel	Action
Ultimate Fighting Champ'ship	Crave	Wrestling
Vampire Hunter D	Jaleco	Adventure
Wild Thornberrys Animal Adv.	Mattel	Edutainmnt
Worms Pinball	Infogrames	Pinball
WCW 2001	EA Games	Wrestling
WWF SmackDown! 2	THQ	Wrestling
You Don't Know Jack Mock 2	Sierra	Trivia
November		
102 Dalmations	Eidos	Action
Alone in the Dark: TNN	Infogrames	Adventure
Batman Racing	Ubi Soft	Racing
Blade	Activision	Adventure
Chicken Run	Eidos	Adventure
Crash Bash	Sony CEA	Action
Disney's Emperor's Last Groove	Sony CEA	Action
The Dukes of Hazzard 2	Southpeak	Racing
Final Fantasy IX	Square EA	RPG
Gold & Glory: Road/El Dorado	Ubi Soft	Adventure
Goofy's Fun House	Mattel	Action
Hidden and Dangerous	Take-Two	Strategy
Hot Wheels Extreme XTR Racing	Mattel	Racing
Inspector Gadget	Ubi Soft	Action
March Madness 2001	EA Sports	Sports
Mat Hoffman's Pro BMX	Activision	X-Sports
McGrath/Pastrana Motocross	Acclaim	Racing
Mega Man X5	Capcom	Action
NCAA Final Four 2001	Sony CEA	Sports
NickToons Racing	Hasbro	Racing
Persona 2	Atlus	RPG
Ready 2 Rumble Boxing 2	Midway	Sports
Rock'em Sock'em Robots Arena	Mattel	Action
Sabrina, The Teenage Witch	Berkeley	Action
Spyro: Year of the Dragon	Sony CEA	Action
Star Wars: Demolition	LucasArts	Action
Tiger Woods PGA Tour 2001	EA Sports	Sports
Tomb Raider Chronicles	Eidos	Adventure
Torneko: The Last Hope	Enix	RPG
V.I.P.	Ubi Soft	Adventure
Woody Woodpecker Racing	Konami	Racing
The World Is Not Enough	EA Games	Shooter
X-Men: Mutant Wars	Activision	Action

Crash Bash

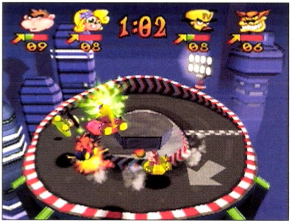
Time to pick up that Multitap

Sony's rowdy rodent returns! But this time, instead of gallivanting through colorful worlds or zooming along in a go-kart, he's battling it out with Coco, Dingodile, Neo Cortex, Tiny, Koala Kong and Neo Brio in a variety of unique arena levels.

"It's an arena-based battle game, which sort of puts it in the same genre as Bomberman," says producer Mark Cerny of the **November** release. "Except that there are seven broad categories of games you play, and then they've all been strung together into an adventure game with missions and bosses. Each one will have unique gameplay elements." One level places you into a Crash-sized version of Pong (each of the four players grabs a side of the screen to defend), while another Combat-like event has you navigating tanks while shooting missiles and laying mines (which explode along corridors, all Bomberman style). Others have you slipping and sliding all over an unstable glacier, bouncing through a grid with a pogo stick, or even racing in floating bumper cars. "It's definitely not a virtual board game," says Cerny. "These are all very deep games, and each one you could be playing for 10 to 20 hours and still be getting better at the end of it—which is hardly true about most of the games in Mario Party."

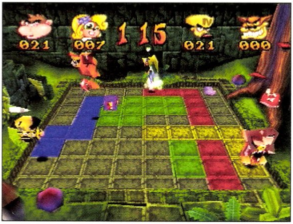
Sony hopes that people who purchase Crash Bash will also spring for a Multitap in order to truly maximize on the game's fun factor. But Cerny states that a lot of work has gone into one-on-one contests as well. "The two-player mode focus-tested really well, especially with students in college.

"I believe this is the best late-night session four-player game to show up yet on the PlayStation," claims Cerny. "I mean, it's not that hard—there's not much competition for one thing. Our challenge is to make the one-player and two-player games just as fun." From what we've played so far—and believe us, we've played a lot—it seems that **Eurocom** and Cerny have pulled this off.



Cerny-Made

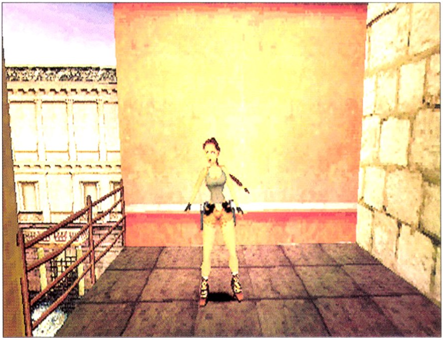
Though Crash Bash represents the first Crash game not developed by Naughty Dog, UK-based Eurocom appears to be maintaining the franchise's quality. Sticking around, though, is Mark Cerny, producer of the acclaimed previous games and partial programming contributor, who returns to helm this project. Says Cerny, "Universal picked Eurocom, and I agreed to be attached to the game because they wanted the continuity."

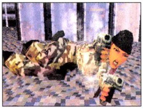


Tomb Raider Chronicles

So...she's probably not dead then

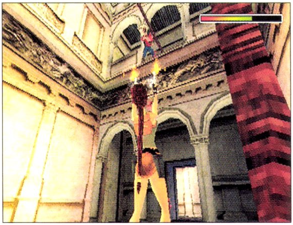
Those of you who played through to the end of the last Tomb Raider game (and are emotionally insecure about such things) are no doubt concerned about Lara's well-being. After she got herself into a bit of a pickle, it seems that the rest of the world believes that she is dead, after all. And that's what this game is about. A group of characters from the last four games sit around and tell Lara stories. As they describe her activities, a level presents itself in which you control Lara in one of these tales from the past. It's certainly an interesting idea...and it lends itself nicely to a game series that has clearly reached its finale on the current system. Everything you'd expect is in there. There's running, jumping, shooting, climbing, swimming and puzzle solving, and it's all held together in a very familiar fashion. Interesting gameplay twists come this time in the form of a "stealth" level, where you're sneaking around an office building and in a "young Lara" level, where you play a full section as the diminutive, prepubescent, pony-tailed young tyke. Once this game hits shelves in **November**, developer **Core Design** will switch future Lara Croft projects to PS2 with a completely revised gameplay engine and storyline. **Eidos** probably doesn't want you to know this...but if there's another game, she's probably not actually dead.

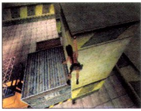




What Should A Girl Wear?

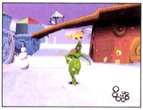
This time you'll get to see Lara dressed up in a wider variety of gear than ever before. Aside from her usual (and probably getting a bit smelly now) tank top and shorts getup, this time Lara sports a broad wardrobe of fetching fashion, ranging from her urban-angst style camo outfit shown here, to a tight black catsuit hat will get the sadder of you paying more attention to her pixelated tush.

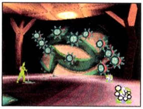


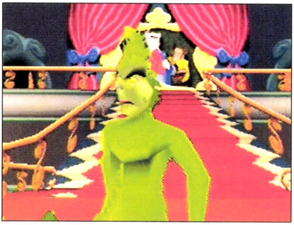


The Grinch

Don't dismiss The Grinch just because it's a licensed platformer based on an upcoming film (which is, of course, based on the Dr. Suess classic). **Konami** and **Universal** aim to create a title that will appeal to a cross section of gamers. At the Grinch's disposal is a wide variety of gadgets, including a Slime Shooter, a Rotten Egg Launcher and a GrinchCopter. You can even use the green grump's rotten breath as a weapon. Get ready to ruin Christmas this **October**.

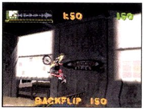


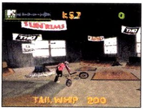




MTV Sports: T.J. Lavin's Ult. BMX

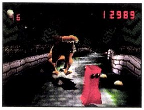
If you want to be somebody in **THQ**'s new BMX game this **winter**, you're going to have to master the three disciplines of pedaling: street, vert and dirt. You can perform more than 50 separate land and air tricks (tailwhips, crooked grinds, truckdrivers, etc.), and you might even dupe a sponsor into vouching for you if you do well, thereby earning an invitation to the MTV BMX Competition. The game also includes 10 pro riders and a yet-to-be-announced MTV soundtrack.

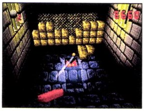




Breakout

For those of you just dying to relive the days of video gaming yore through another remake from **Hasbro**, Breakout might just satiate your need for updated nostalgia. Though most levels consist of the familiar Pong-like action of breaking blocks by bouncing a ball off a paddle that moves from left to right, you'll also experience unique events such as the escape from a red-stick-hungry wolf (see screenshot). The memories should come storming back **this month**. Try not to cry too hard.



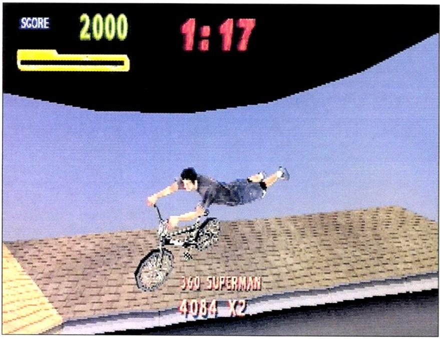


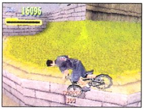
Mat Hoffman's Pro BMX

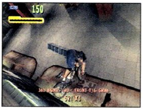
Ridin' freestyle with Condor and Rooftop

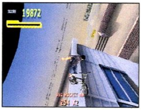
According to Mat "Condor" Hoffman's biker bud Mike "Rooftop" Escamilla (who not only appears in **Activision**'s MHPB—his house and the surrounding area are now one of the levels), "Mat's done everything for 10 years. Everything that Mat invented is other people's big tricks now. Mat's the first guy to do things first."

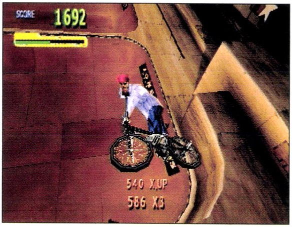
Those following in Hoffman's stupendous wake (and also in MHPB, which comes out this **fall**) include bikers Dennis McCoy, Cory Nastazio, Kevin Robinson, Simon Tabron and EXPN 2Night's Rick Thorne, with old-school hardcore street rider Joe "Butcher" Kowalski making his presence felt as well. The move sets will be rider-specific, and the bikers are all doing their part to give input on styles, tricks and how cool they look on two wheels. The game features a wide array of moves, one stunt in particular, the Rocket Queen, inspiring us to ask Mat just what it was named after: "I was on the vert ramp and came up with a trick, but couldn't think of a name for it," explains Hoffman. "I looked down and the first thing I saw was a Guns N' Roses album. I just said, 'Rocket Queen.' It's the title of a song on the album. No relation at all. I just named it the first thing I saw."





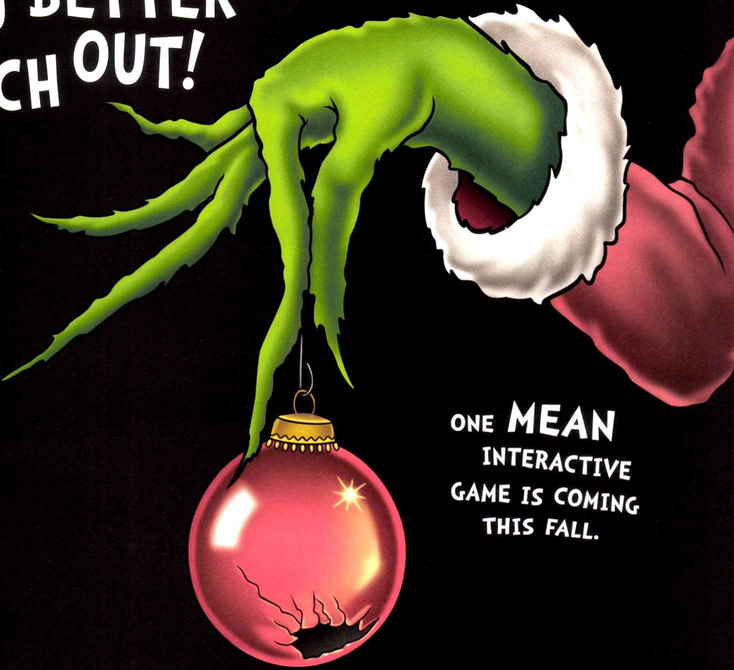






Home Bikin'

Strangely enough, MHPB features the area surrounding Mike "Rooftop" Escamilla's house as one of the levels in MHPB—his house is even right there in the game. For most of us it would make for a pretty humdrum day of biking, but Escamilla's crib boasts some sweet ramps, and you can even get to the roof of his home to perform some gnarly tricks. You won't be able to re-create your home with the BMX Park Editor, but you can build a bike park near you.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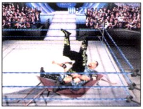
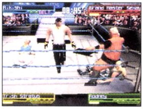
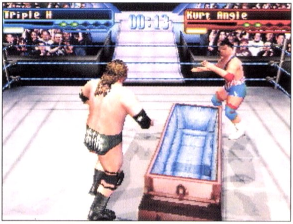
WWF SmackDown! 2 (Know Your Role)

We don't have much info on the latest, greatest WWF game from **THQ**, but these screens show some stuff wrasslin' fans were begging for in the first SmackDown!—stuff like Buh-Buh Ray powerbombing Road Dogg through a table and Rikishi givin' the stinkface Trish Stratus' face. Fifty superstars will be available for the ring this **fall**, and there's even a Ladder Match. So, shut yer mouth, Jabroni!

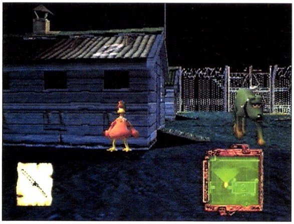


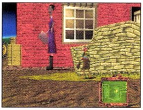


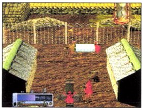


Chicken Run

We laughed when **Eidos** public relations dude Greg Rizzer said Chicken Run is "like Tenchu...but with chickens!" But after a bit of hands-on time, this previewer couldn't help shouting, "Holy crap! It *is* just like Tenchu!" Like the movie, you sneak around, planning out your escape from the farm. Each of the missions we played ended with a minigame, like using a seesaw and a mattress to bounce the poultry to safety. Expect this one in time for the **holdiay season**.





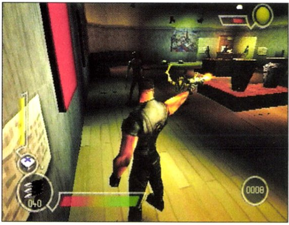


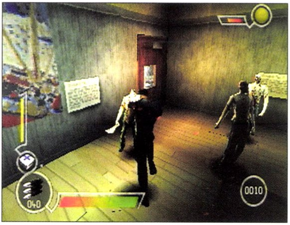
Blade

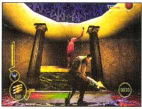
More Marvel goodness from Activision

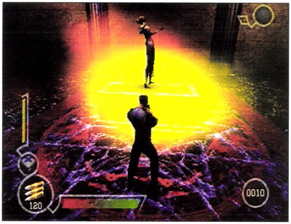
While it may not have achieved the success of a certain more recent film based on a Marvel comic book, 1998's *Blade* did manage to turn on $70 million worth of moviegoers to the world of the modern vampire. More importantly, though, it introduced them to the baddest vampire hunter of them all.

This **November**, **Activision** finally gives you the chance to fill the shoes of the Wesley Snipes character in this prequel to the hit movie. In order to free your pal Whistler from the ruthless Vampire Overlords (only to see him die a bloody death several months later, as depicted in the film—but that's beside the point), you must traverse 21 environments ranging in diversity from city sewers to the Gothic City Museum. Thankfully, you've got a bit more than a few stakes to use in your crusade against the 34 types of creatures. With several variations of swords, guns, silver, carbon, lead and UV grenades at your disposal—not to mention your powerful punches and kicks—Blade should have no problem holding his own against the Night Beast's forces. Adding to the experience, an auto-aim system simplifies the targeting of your enemies, and your path through the game depends upon the choices you make as presented by cinematic cut-scenes. It could be enough to really get your blood flowing.









Sequel Talk

According to Cinescape.com, Wesley Snipes will return to his half-human/half-vampiric role in *Blade 2: Blood Hunt*, possibly filming as you read this and due for release next summer. Plot details remain sketchy, but we're likely to see Blade team up with vampires, helping to put a halt to an even greater threat to humanity. Curiously, Cinescape also suggests Kris Kristofferson's return as the very dead Whistler. Like the game, could *Blade 2* be a prequel too?

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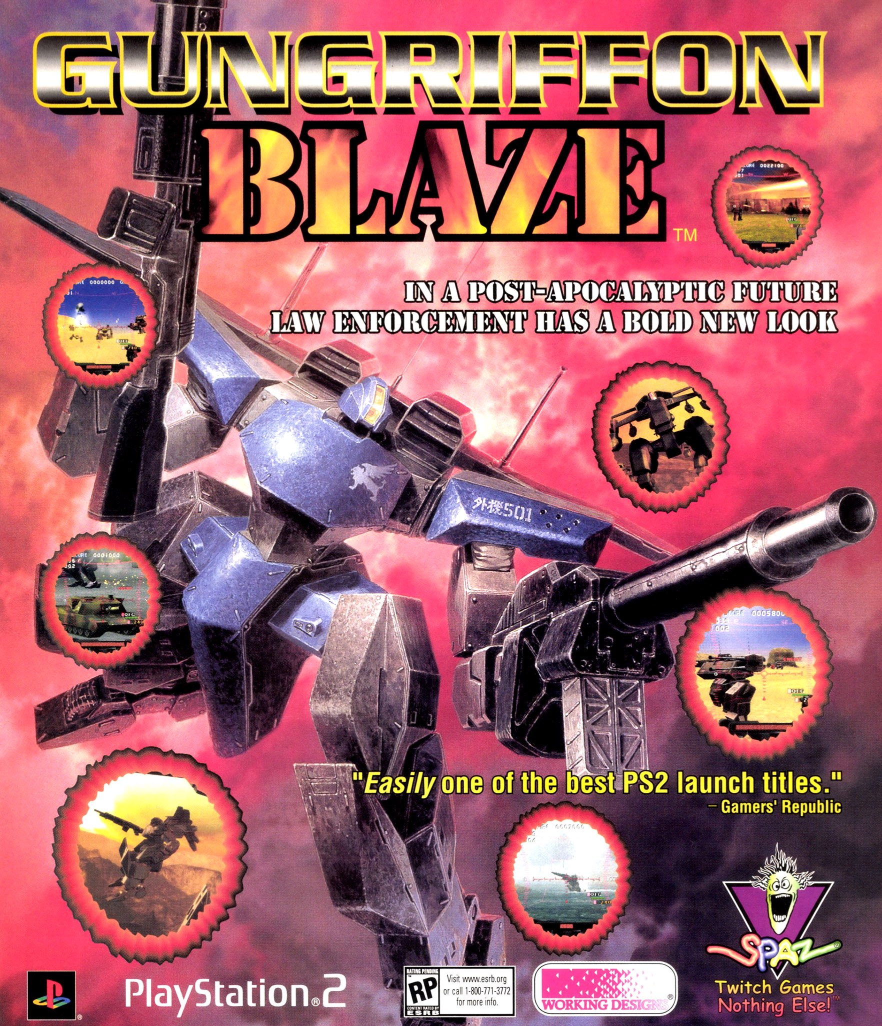
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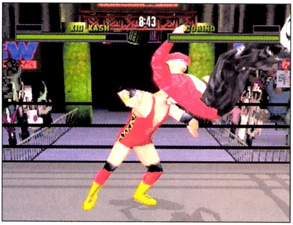
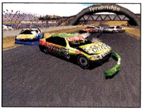
ECW Anarchy Rulz

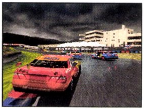
For those who love wrestling, but don't care for the glitz and glamour of the WWF or the WCW's hillbilly sensibility, you're in for a treat. **Acclaim**'s Anarchy Rulz (what's up with the "z"?) heraldz 60 of the most hardcore wrestlerz, including the man who doezn't age (or who doez, but not gracefully), Dusty Rhodes. Among the game's 25 modez are the first-ever Dumpster Match and the Barbed-Wire Match. Hallelujah! Look to raise some seriouz hell in **August**.



Jarrett & Labonte Stock Car Racing

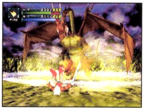
Signing two NASCAR up-and-comers to license a British Touring Car game is definitely an odd choice, but don't let this bit of deception turn you off. **Codemasters** has always been known for top-notch racing simulators, and this one looks to be the best of the bunch. Those wacky Brits have even reworked the physics in SCR to make them much more forgiving, something that all but destroyed the play value of TOCA 2. This'll be the sleeper hit of the year in the racing genre.

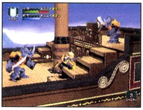


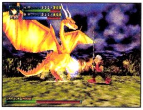


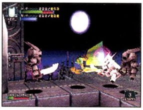
Dragon Valor

Action/RPGs have made a resurgence in recent months, with titles as diverse as Vagrant Story and Threads of Fate gracing the PlayStation. The latest entry is **Namco**'s Dragon Valor, due out this **October**. Loosely based on the arcade classic Dragonbusters, DV often resembles a 3D platformer with some statistics and other RPG staples thrown in. The game spans several generations, and the characters you control are based on whom you chose to marry in the previous generation. There are quite a few dragons to slay as well.





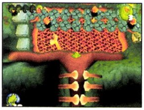


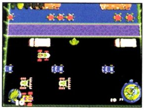


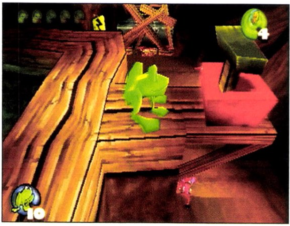
Frogger 2: Swampy's Revenge

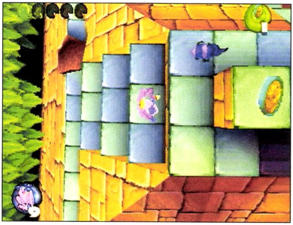
Ol' Frogger is set to hop right back to the top

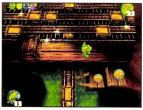
Critics lambasted the original PlayStation Frogger as nothing more than warmed-over roadkill, but gamers still feasted on that travesty like so many Frenchmen at an all-you-can-eat frog leg buffet. The sequel is sure to be another smash hit, but this time the success may be well deserved. **Hasbro** has hired a new developer (**Interactive Studios**) and scrapped the original game engine to create what's shaping up to be a much-improved game. Already, Frogger 2 looks, sounds and plays better than the first. Levels are more intelligently designed, and that horrible camera (which made the first nearly impossible to play at times) is no more. The essence of Frogger remains intact, though; you hop about, avoiding all kinds of obstacles, rescuing little frogs. Along with the quest mode, there are plenty of retro levels that recall the arcade original, tons of time challenges, and lots of multiplayer competitions (see sidebar). Frogger 2 should jump into stores **this month**.

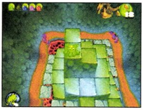






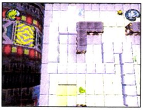


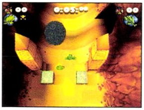


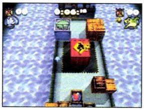


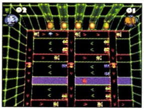
Hop To It

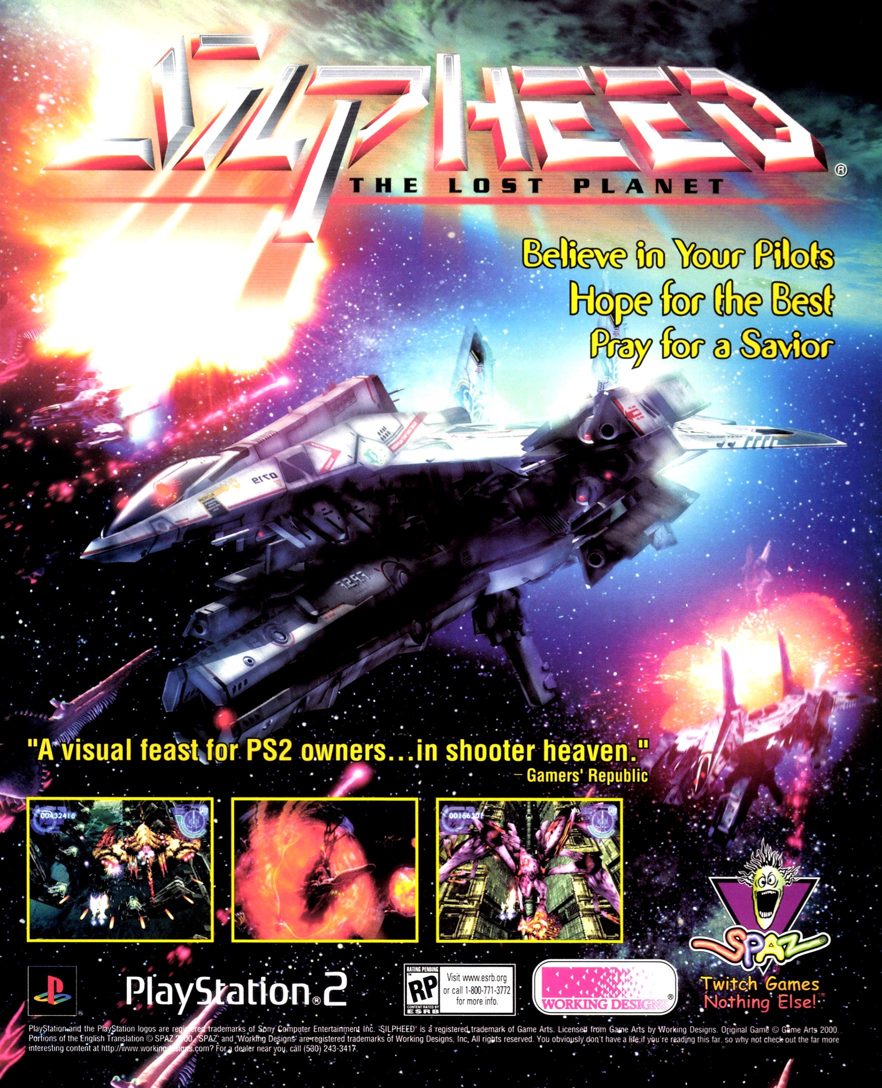
One of the sole redeeming parts of the original PlayStation Frogger was the multiplayer levels. Frogger 2 tops its predecessor with a wide variety of two- to four-player challenges that include racing levels like Valley Rally and Dock Dash, survival levels like Cornered and Boxed In, and retro levels like Way Back When and Gridlock. There are eight multiplayer modes in all—enough for you and your buddies to stretch your frog legs in style.











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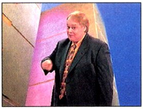
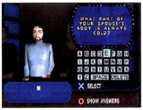
Family Feud

If you've ever longed for Louie Anderson to tell you what the survey says, **Hasbro**'s there for you **this month**. The corpulent comedian hosts the show, and you can even replicate your own family with Make Family mode.

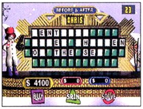




WHAT PART OF YOUR SPOUSE'S BODY IS ALWAYS COLD?

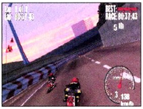
Wheel of Fortune 2nd Ed.

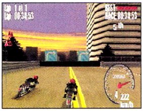
Vanna White returns to host **Hasbro**'s second PS outing for one of America's favorite game shows. Spin the wheel in several different environments, and test your skills in Contestant Exam mode.



Ducati

Acclaim and Ducati are teaming up for a racing game which will feature the ability to purchase and race both modern and classic models of the sleek Italian motorcycles. You'll race on eight gruelling courses this **winter**.

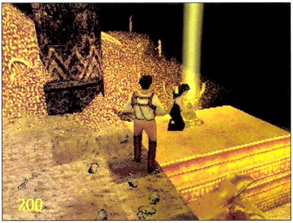


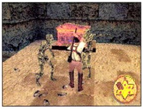


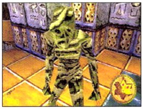
The Mummy

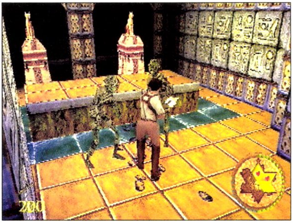
Beware the curse

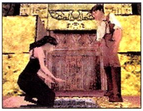
In this new adventure from **Konami**, players can take on the persona of reluctant adventurer Rick O'Connell as he fights his way through the deadly ruins of Hamanaupatra, City of the Dead. Face undead baddies of all description—plus swarms of living enemies, like scarab beetles and plagues of locusts—as you race to prevent the resurrected Imhotep from putting an end to the world as we know it. While at this stage of development the game seems little more than a messy, mediocre Tomb Raider knock-off, you will face some challenges outside the normal 3D adventure fare, like a Pitfall!-style log-jumping level and a mad flight from a stampeding herd of scarabs. One nice feature for fans of the film is an early teaser trailer of *The Mummy Returns*, but don't get too excited; the game comes out in **October**, while the film's not due until next year.

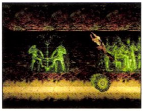






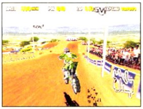


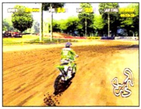




Championship Motocross 2001

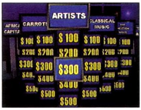
As easy as it might be to make fun of a game boasting its inclusion of Loretta Lynn's Amateur National Championships, we'll refrain this time. Fact is, last year's Rickey Carmichael-endorsed **THQ** motocross game was one of the genre's best. And this **fall**, with 30 real riders (some with signature stunt moves), 16 customizable bikes, dozens of real tracks, commentary from ESPN announcers, Create-A-Rider and more, the franchise could definitively establish itself as such.

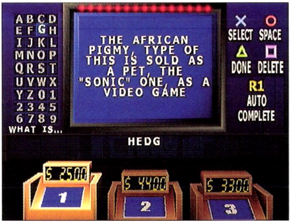




Jeopardy! 2nd Edition

Hasbro's newest edition of PS Jeopardy! games brings back the venerable Mr. Trebek, while adding a new interface that's, well...interesting. Question the answers **this month**.

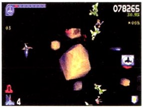


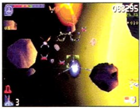


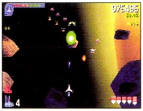
THE AFRICAN PIGMY, TYPE OF THIS IS SOLD AS A PET, THE "SONIC" ONE, AS A VIDEO GAME

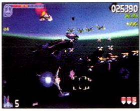
Galaga: Destination Earth

Well, here's a bit of a surprise. Instead of taking 1981's beloved shooter and creating a pure remake, **Hasbro** has opted to release a genuine sequel **this month**. And from what we've played, it could actually prove to be quite special. In addition to the expected classic Galaga 3D upgrade (achieved via a behind-the-ship view), gameplay also involves 2D side-scrolling action and even the familiar top-down angle we all know so well. It's definitely something to look forward to.









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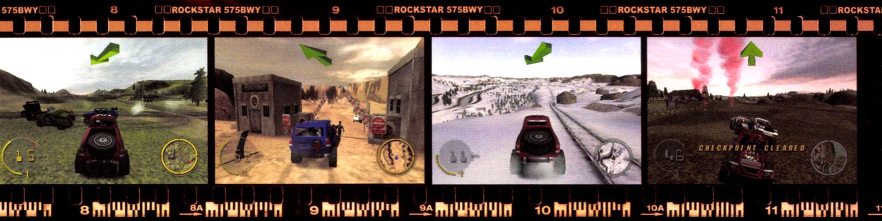
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CHECKPOINT CLEARED
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SOUNDTRACK AVAILABLE ON GUIDANCE RECORDINGS

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star wars

eng_l
eng_r
lsr_n1s
lsr_n1m
lsr_n1f
light_c
head
body
r2
tail
torp_n1
cam_r2
n2
R2 Detail
Name:
Configuration:
J-type
Length:
11 m (36 ft)
Hyperdrive:
Nubian Monarc
Crew:
1 pilot, 1 astromech droid
Armament:
twin laser cannons; proton torpedo
Shields:
Nubian reactive
Hierarchy
pivot
eng_l
glow_l
tail
body
cam_c
lsr_n1s
lsr_n1m
lsr_n1f
torp_n1
light_c
r2
n2
cam_r2
eng_r
glow_r

games:

a new hope

r2
head
cam_
light_c
Name:
Naboo N1 Starfighter
Configura
J-type (twin radial sublight engines)
Length:
11 m (36 ft)
n1
cam_c
Nu
Pi
Ca
Lig
Shields:
Nubian reactive
cannons, pro
Hierarchy
eng
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head
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Detai

star wars

super bombad racing

The term "Bombad" in Gungan apparently means "cool" or any other such superlative. So, when translated adequately, the true name of this is "Star Wars Super Cool Racing." Certainly a departure from the usually straight-faced attitude that we see with games. Why the sudden change in creative spirit? As you can see from the screens, the whole look of the game is very, very different from any previous Star Wars title. Hardcore gamers, upon learning that this is basically a Mario Kart/Crash Team Racing-style game done Star Wars style, immediately roll their eyes skyward, make tutting noises and tune out completely. Bear with us for a moment, though. It's worth it.

It has to be said that when we first heard of the project it did provoke calls of "cliché," "copycat" and sarcastic yawny noises. There's a tendency with Star Wars games to automatically expect the usual seriousness. Developed by Lucas Learning, who in case you didn't know, usually makes educational software (like you couldn't guess), the game was originally designed to amuse younger players. "The game's stylized look and humorous approach are a departure from traditional Star Wars games," Lucas Learning's director of marketing Dave Dresden tells us. "Though designed for a younger audience, we're confident the appeal is much broader."

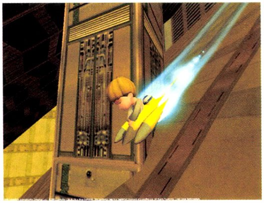
So what's it like to play? Well, funnily enough it's remarkably like Crash Team Racing. You play one of eight super-deformed Star Wars characters...Yoda, Obi-Wan, Anakin, Darth Maul, Boss Nass, Jar Jar, Queen Amidala or Sebulba, and race in nine different environments. As you race around there are 25 different power-ups to fool around with that include all the things you'd expect from this type of game; various weapons, shields, boosts and then some character-specific stuff to lend the gameplay some balance. It's all gloriously innocent fun, and as with the best of the cartoon kart games, it can get extremely competitive when you play it multiplayer.

Graphically, as you can see it's really quite wonderful, and zips by very smoothly. What really stands out in the presentation, though, is the music. Whereas we're used to hearing John Williams' score parped out by a huge orchestra, in Bombad we hear the same tunes played cartoon style. Hearing the "Imperial March" bouncing along like it was part of a Bugs Bunny cartoon certainly helps set the tone for the whole game.

LAP
1/3
01'59"10
6TH

LAP
1/2
00'23"06
1ST

LAP
1/3
01'09"36
4TH



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LAP
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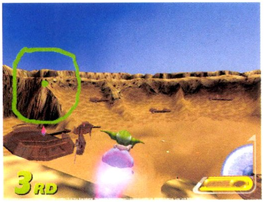
2ND


3RD

LAP
1/3
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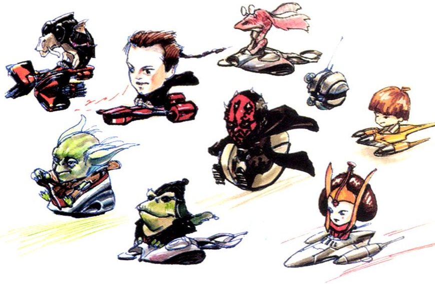

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